TEENS IN SPACE

JONATHAN GILMOUR & DOUG LEVANDOWSKI

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AN RPG ABOUT INTERSTELLAR IMPULSIVENESS

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TEENS IN SPACE - *AN RPG ABOUT INTERSTELLAR IMPULSIVENESS*

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TEENS IN SPACE

The sound of the photon-powered battering ram echoes in your ship. Your Sollemnean pilot informs you that the doors have an 83.4% chance of breaking with the next hit. The cyborg dog to your right is checking and rechecking her enhancements. Your hand rests on the blaster at your hip as you hear the battering ram powering up again. As it hits, the sound of metal rending sends the rest of your crew to high alert. But you smile.

This is going to be fun...

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INTRODUCTION

Being a teenager in an intergalactic society is tough, especially when you're no longer on your planet. There are a lot of ways to get yourself in trouble at home, but in the vast reaches of the pan-galactic empire there's a lot of room for awkwardness. Some planets use hugs as currency, while others insist that you fight to the death if you make eye contact with someone. Plus, there are space-faring mystics, interplanetary police, and warring pirate factions vying for control of trade routes. But you've got a mostly functional ship, a mostly trustworthy crew to travel the stars with, and enough work to keep you mostly fed. And your parents said you were stupid to leave home...

Teens in Space is a space opera RPG that uses the "Powered by *Kids on Bikes*" system, first used in *Kids on Bikes*. *Kids on Bikes* is not required to play *Teens in Space*.

Note: Most of this book is written with players in mind and directed towards them. Gamemasters, all of this information will be pertinent to you too—we've included more information for you at the end of the book, starting on page 63.

SETTING BOUNDARIES

Before starting to create your characters, you and the gamemaster (GM) should address the kinds of things that the players want to see in the game and the things they don't. You'll already have agreed on the overall tone you want the game to have, but it's important to know what narrative elements might upset players so the group can avoid them. Doing so will ensure that the game is fun for everyone. To start this process the GM will ask whether the players would like to talk about these boundaries or, give the GM lists.

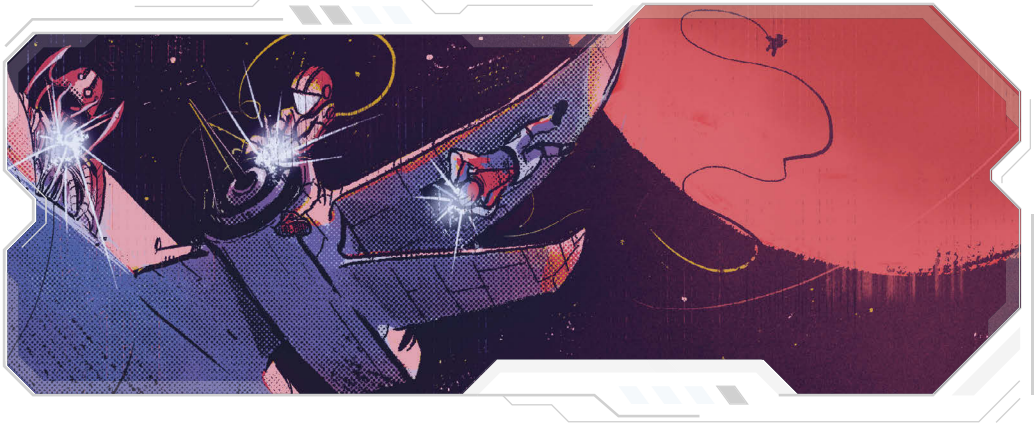
If players agree to have a discussion, everyone will talk about what they're okay with and what they want to avoid. During this discussion, don't ask others to explain why they don't want certain elements in the game; take their requests seriously and respect them. However, do feel free to ask for clarification if you're unsure of what to avoid.

If players would rather give the GM a list, they'll write down the topics they'd like to avoid, and the GM will compile that list anonymously. As with the discussion, there shouldn't be any explanation of why players don't want to address certain topics.

In addition to the group's comfort, another factor to consider while establishing boundaries is where you're playing the game. If you're playing in the privacy of your own home or in a conference room at a convention, you only need to consider the players' preferences. However, if you're in a public place, if you're around younger people, or if there are other factors beyond the preferences of the group, you should consider them when establishing boundaries. In

general, you should be playing the game in a way that will be comfortable for everyone who may hear it. For example, your group may be comfortable using science fiction to address issues of prejudice, but if you're in public, everyone who overhears you might not be. Try to keep this in mind and be respectful to anyone who might overhear your game.

If, during the game, someone accidentally brings up one of the topics that should be avoided—or if anything that is part of the story is making you uncomfortable—simply knock quickly and lightly on the table. Your group could also create a different signal to use that works for everyone. This allows for everyone to be heard and their feelings honored. Whoever is currently narrating should simply rewind and proceed down a different path, or you might want to take a slight pause to allow everyone to feel comfortable again before resuming play. There is no need to discuss your request to go in a different direction; the group will just move on with the story in another direction. If you're interested in ways to be sure your players feel safe, please refer to "Player Safety" on page 53.



CREATING YOUR SHIP

Before creating your characters, you'll create your ship. While this may seem backwards, the answers you give to these questions will help get the GM and all the players on the same page about how the game is going to feel. Keep track of the details you establish in this section on the Ship Sheet, found in "Appendix A - Ship Sheet" on page 63.

Unless there is a strong narrative reason otherwise, each ship begins with the following Improvements:

- d4 Manned Turret Guns
- d4 Shields
- d4 Thrusters
- Faster-Than-Light Travel
- Mid-range scanners detecting all visible objects
- Heat Meter of 5

During the first session (or prior to your first session, if you want to give the GM some time to think about possible adventure hooks), the GM will ask players the following questions. We suggest that the GM ask each question of a single player, though players could also discuss these questions, especially if there's any disagreement. GMs, as the players answer these questions, jot down notes, particularly, any films, TV shows, or books that come to mind which might inspire you for the tone and setting!

1. What do you envision your crew doing in this game? Choose a class of ship that reflects that. (See list "Classes of Ships" below for examples.)
2. How serious or silly do you want the game to be? To reflect that preference, consult "Appendix B - Ship Improvements" on page 64 and add an Improvement to the ship that costs 1 or 2 Improvement Points (IP). (Go around the table and have each player add one such Improvement to the ship. When it's your turn to choose one, you may instead upgrade one already-selected Improvement as long as the upgrade costs 1 or 2 IP.)

3. How do most ships in your universe travel faster than the speed of light, and how is your ship special? (See below for examples.)
4. How much of space is explored in your universe, and how much of the known universe has your ship seen, with or without the current crew?
5. What is a conflict that the ship has been involved in? This could be a large, intergalactic conflict, or a small, more personal one. (Ask this question twice if you have 2, 4, 5, or 6 players.)
6. Not many teens have their own spaceship, so how is it that your crew came to be traveling in one?
7. What on the ship is incredibly well maintained?
8. What on the ship is held together with spacetape and a prayer? (Ask this question twice if you have 4 or 6 players.)
9. What is one story that everyone (either your crew or the public) has heard about your ship? (Ask this question twice if you have 4 or 6 players.)
10. What is the ship's name?

CLASSES OF SHIPS

To answer the first question, we've provided you with a list of eight common classes of ships to choose from.

ANCIENT TECH

Built by an unknown species, these ships are rare and often unique. This class of ship holds many secrets and may be highly sought after by many factions, including warlords, governments, and crime syndicates.

Suggested 1-IP or 2-IP Improvements: Cloaking Device, Cryostasis Chamber, EVA Craft, Greenhouse, Medical Bay, Organic Ship

ENVOY

Built for luxury, these ships are typically decked out with the finest interiors for maximum comfort and style. This class of ship is often used by diplomats and the wealthy, so they're the prized target of pirates.

Suggested 1-IP or 2-IP Improvements: Cloaking Device, Engine Upgrade, Escape Pods, Greenhouse, Remote Control, Rover

FREIGHTER

Built for transporting goods, these ships are relatively bulky. This class of ship is typically favored by smugglers and often targeted by pirates.

Suggested 1-IP or 2-IP Improvements: Cloaking Device, Cryostasis Chamber, Engine Upgrade, Escape Pods, Manned Gun Turrets, Rover, Shields, Smuggler Holds

PROTOTYPE

Built for a specific purpose, this ship is the only known one of its kind. As a result, it may be highly sought after by many factions, including warlords, governments, and crime syndicates.

Suggested 1-IP or 2-IP Improvements: Automatic Laser Cannons, Engine Upgrade, EVA Craft, EVA Suit, Organic Ship, Remote Control, Self Destruct, Thrusters

SCIENCE VESSEL

Built for deep space voyages, these ships are equipped with the tech and tools to perform all manor of scientific research. This class of ship is typically funded by corporations or governments.

Suggested 1-IP or 2-IP Improvements: Cryostasis Chamber, Enhanced Scanners, EVA Craft, EVA Suit, Greenhouse, Rover

SCOUT

Built for short-range or long-range reconnaissance, this smaller class of ship is typically arrayed with strong sensors and is used by corporations and governments to gather intelligence in unknown regions.

Suggested 1-IP or 2-IP Improvements: Automatic Laser Cannons, Cloaking Device, Enhanced Scanners, Manned Gun Turrets, Remote Control, Shields, Thrusters

STEALTH VESSEL

Built for covert missions and espionage, this smaller and less noticeable class of ship is often used on missions by governments or military.

Suggested 1-IP or 2-IP Improvements: Automatic Laser Cannons, Cloaking Device, Engine Upgrade, Remote Control, Smuggler Holds, Thrusters

WARSHIP

Built for battle, these ships fly faster, have stronger shields, and wield a variety of weaponry. This class of ship is often part of military or peacekeeping forces but is also common among pirates and crime syndicates.

Suggested 1-IP or 2-IP Improvements: Armory, Automatic Laser Cannons, Cloaking Device, Engine Upgrade, Enhanced Scanners, Manned Gun Turrets, Medical Bay, Power Armor, Self Destruct, Shields, Thrusters

Each class has suggestions of Improvements to take for the ship, but these are not requirements. Of course, if your group would prefer something else, you can always create your own ship! Take a look at “Appendix C - Extended Ship Creation” on page 70 for more information about how to do that. Also, don’t worry if there’s an Improvement you’d like the ship to have that you didn’t get the chance to add yet. Later on in the character creation process, you’ll be able to add more to the ship!

GMs, if for some reason you don't want the players to start with a ship, that's fine! You could either wait and do ship creation when players discover it, adjusting the questions as you need to for the narrative. Or, you could give each player an additional Improvement Point to spend on their character when you get to that phase of character creation. However, if you don't ask all of the questions be sure that you get a sense of the kind of game players want to experience, both in terms of the tone, the things that they want to do, and the level of technology that they want to exist.

FASTER-THAN-LIGHT TRAVEL

To avoid having impossibly long in-game downtimes when traveling from one inhabited planet to another, we strongly encourage you to follow our suggestion and have your ship travel faster than light. Across the sci-fi genre, there are many ways that such travel has been accomplished, and we've included a few to think about using in your game.

- Convert some kind of incredibly dense or powerful fuel into energy to propel the ship at incredible speeds.
- Draw from some mystical force that binds the universe together to power the engine and propel the ship at incredible speeds.
- Fold space itself through some scientific or mystical means.
- Travel through "gates" that are set up around the universe for ships to travel through. These gates could have been created by society, could have just mysteriously appeared, or could have existed for as long as anyone can remember.
- Exploit weird, totally fictional loopholes in physics that definitely wouldn't work, like traveling through a black hole or using the gravity of stars to propel them. As long as you're having fun, the science doesn't matter.
- Push a button and have it work—who cares how!

Other than some elements of the narrative, this answer really shouldn't impact the game. The most important thing is that you can travel nearly instantaneously between planets, no matter how you do it.

CHARACTER CREATION

The core of any RPG is the character that you play. In this section, you'll create the character you'll play in *Teens in Space*, discuss the crew's dynamics with the other players, and then put the finishing touches on your character by giving yourself powers and designing your ship. So, grab a copy of the Character Sheet, which you can find on page 72, and let's get to it!

OVERVIEW

To create a character, follow the steps listed below:

1. Select your Species and Trope
2. Answer questions about your character, both ones that all characters answer and ones that are specific to your Trope and Species
3. Answer questions about your crew
4. Assign Improvement Points to your character and to your crew's ship

SELECTING A SPECIES

For a description of the species, refer to "Appendix E - List of Species" on page 73.

Think of the array of species in *Teens in Space* like the largest ice cream buffet you've ever seen; even once you choose a flavor, you can mix in anything you want. You can even combine two flavors. In space, genetics are pretty flexible.

So, if the species are an ice cream buffet, humans are vanilla, the average of almost everything. Averagely war-like. Averagely smart. Averagely...well, you name it. As such, all descriptions of species are done in reference to humans. Since you're probably a human reading this, that's probably pretty helpful to you. And, unless something is clearly different about the species, assume that they're like humans: they breathe oxygen, need food, need sleep, and so forth. If you have any questions about the species that isn't clear from their description, talk it over with the GM and come to a conclusion about it.

Those of you familiar with supplements like this one may be expecting in-depth discussions of each species, complete with minutiae about that species's culture, biology, planets, and so forth. In the appendix, we're taking a very different approach. In the spirit of *Teens in Space*, we're giving you an outline of the species that you can flesh out as appropriate for your game. Do you want the Proeleans to have initiated contact with most of the known species in universe? Great! Want the Sollemneans and the Throggofel to have a deep-seated distrust of each other? Cool!

As with everything in this game, please make your character and your overall experience completely your own! Even the outline that we've included doesn't need to be followed if you'd like to change something. Maybe the cataclysm that created the Frigoreans just happened. Maybe Neozo aren't illegal but highly prized for their cuteness. Maybe the Quillians and Herbaceans don't

share the same planet. Think of everything here as quick-start suggestions, not gospel.

It is also important to note that each species represents a spectrum of their traits. Just as some humans are more creative than others, so too are there Sollemneans who are not as smart as the average Sollemnean. There are Proeleans who are more peace-minded than the average Proelean. There may even be a Sollemnean who's dumber than the average human or a Proelean committed to pacifism who spends his life brokering peace accords.

Choosing a species doesn't lock you in to any position on these spectrums. Ultimately, your Stat Dice will determine your characteristics more than the species averages will. That said, each species does receive bonuses to specific Stat Dice, which represent the trend in those species toward various qualities.

Each species also has both suggested Tropes, which we'll address in the next section, and suggested Improvements, which we'll address in a bit. It's important to remember though, that both sets are just suggestions. Any species can be any Trope!

Each Species also has Bonuses and Drawbacks. Often, the Bonuses are an Improvement that you'll get for free, but sometimes, they're more narrative. Be sure to make note of any Improvements in the Improvements section of your character sheet and any other bonuses in the Records section. Or, if you get a +1 to a stat, make note of that in the hex for that stat on the top right of your character sheet.

Because there are so many species to choose from, it is strongly suggested that players consult the list before the character creation session to speed up the process. Alternatively, the GM could give you a shortened list of species to choose from if that works better for the group.

SELECTING A TROPE

Tropes are the stock framework for your character to inhabit, from the swarthy, stalwart captain to the brainy, over-stressed engineer. To streamline the creation process, we've created a set of Tropes for you to choose from. These will make the character creation process quicker by assigning your Stat Dice.

Refer to "Appendix F - Tropes" on page 108 for a list of the Tropes in *Teens in Space*. Your character can be any age, but if they're a teen they might not have fully grown into their Trope yet—or it might be the Trope that they aspire to.

When you select your Trope, write your Stat Dice on your Character Sheet in the hex for that stat. For example, if you select the Captain Trope, you would write d20 under Grit, d12 under Brains, d10 under Charm, d8 under Fight, d6

under Brawn, and d4 under Flight. Be sure to leave room for +1s if you take any Enhanced Ability Improvements.

Of course, if you prefer, you can always make your character from scratch, assigning the Stat Dice as you see fit.

BEING A TEEN

Even though the game is called *Teens in Space*, you don't have to play someone between 13 and 19 years old. "Teen" is, of course, a very human concept. For a species that lives for three or four thousand years, a literal 14-year-old may still be living in a pouch attached to a parent. Rather than a specific age, think about playing an adolescent in whatever species you choose for your character.

Across the universe, adolescents share some common characteristics:

- They are close to their full intellectual and physical potential, but they aren't quite there yet.
- Though they're generally almost as smart as older members of their species, they lack the experience with all manner of decisions.
- They tend to be more reckless and thrill-seeking than other members of their species.
- Older members of a species are nearly universally wary of adolescents until they prove themselves.
- Younger members of their species will nearly universally look up to them and want to emulate their behavior, both good and bad.
- Adolescents are typically exploring their identity and may seem defiant or resistant. While they might just be questioning taught norms and ideologies, they might also just be defiant or resistant.

Just as you didn't need to play a kid in *Kids on Bikes*, you can definitely play an adult or even a child in *Teens in Space*. Don't let the title cramp your style! The only thing we insist on is that your character be impulsive, something that teens are generally very good at.

SELECTING A FATAL FLAW

Your Fatal Flaw is the trait that most determines your character's fate. In ancient tragedies, the Fatal Flaw is the trait that has helped the hero succeed in life but that often causes them to get into trouble. Another way to think about it could be an excess of a good quality, a virtue that sometimes goes unchecked by rational thought.

Often, because this quality has helped a person to be successful, it has been reinforced over time. As a result, even if the character knows that, theoretically, they have too much of this trait, they also know they wouldn't be where they are today without it.

For example, Jaxza decides that her Fatal Flaw is her lack of trust. When she was a young pickpocket on Ragnar, her hesitance to trust helped her avoid getting caught in police raids, helped her avoid getting tricked by undercover officers, and helped her manipulate her marks. Even now that she's gone on a few missions with the rest of her crew, she's still slow to trust them, requiring more of an explanation when they want to convince her that something is in her best interest.

Commando Cat decides that his Fatal Flaw is his itchy trigger finger. He is certainly capable of keeping his hands off his blasters, and he certainly isn't likely to attack his fellow crewmates. However, if he doesn't know someone, instead of talking his way out of something, he'd much, much rather just start firing and sort things out later. This comes from his past; he was created to be a weapon, so in his young life he was consistently rewarded for violence by his makers. Of course, it was violence against his creators that allowed him to escape a few years ago.

Mechanically, when a player makes a decision with bad consequences based on their Fatal Flaw, the GM should award them 2 Adversity Tokens (AT) for a failed check instead of 1. Keep in mind that you should balance roleplaying your Fatal Flaw and working with the group. Don't let it ruin anyone else's fun. If your GM thinks you're overusing it, or diminishing other players' fun, they should not award you AT.

To that end, it's vital you take care when selecting your Fatal Flaw to make sure that it won't ruin other players' fun, which can happen if two players have wildly opposing Fatal Flaws or if players lean into them too much. If one of you is overly cautious and another one of you is impatient to the point of recklessness, it could make for a fun game with excellent tension at key points! If players are both intractable, though, it could lead to arguments between players. To put it another way, arguments between characters can be a lot of fun, but not arguments between players.

If someone at the table plans to have a Fatal Flaw that you know will make the game less fun for you (like if you worry that a character who's dishonest will make the game unpalatable for the rest of you), let them know that and ask them to pick another one. If another player asks you to reconsider, please do. Remember, the game is only fun if it's fun for everyone at the table, so have a few options for your Fatal Flaw to make sure that you can be flexible after introducing yourself to the other players.

INTRODUCE YOURSELF

Though you'll want to know what your crew looks like before you put the finishing touches on your character, you'll also want to get a sense of who they are right away.

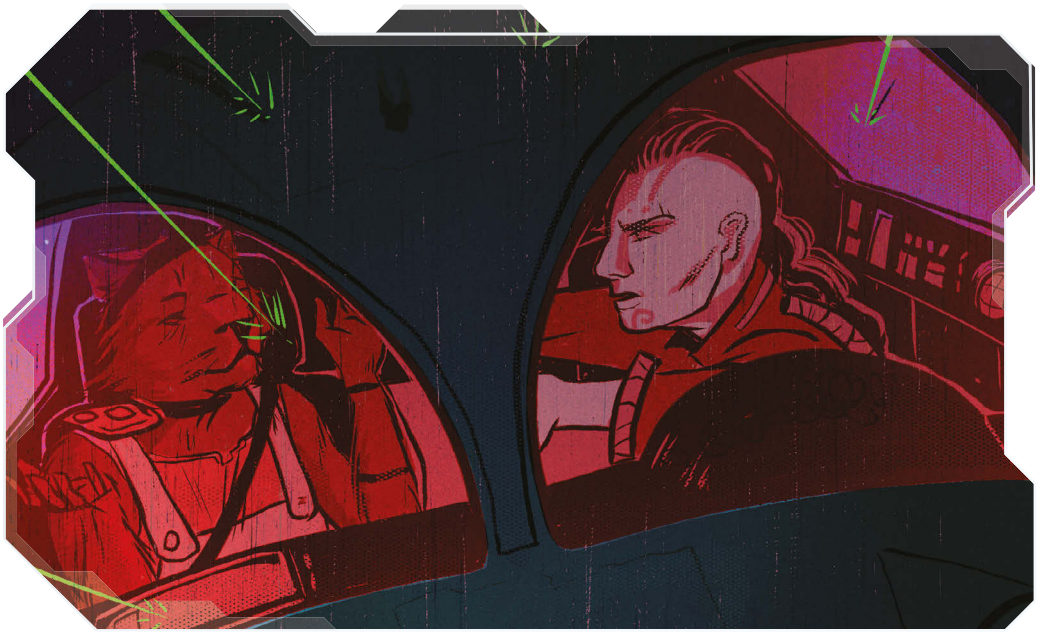
Use the following list as a guide to introduce yourself, and feel free to include anything else that you think is relevant. Share with the other players your:

- Name
- Pronouns
- Species
- Trope
- Species-specific questions
- Fatal Flaw
- What items you always have with you

You can tweak the answers to these questions as you create the crew. For example, you might decide that you don't want your character to be the only one motivated by profit while the rest of the crew is motivated by pure altruism. (Then again, if you all agree, that could make for a great point of tension in the crew!)

Answers to these questions will give you an initial framework for your character that you can develop and adjust as you create your crew. Don't feel like your character has to be static, especially if you're going to play multiple games. A character might start out motivated by profit but become more motivated by protecting the rest of their crew after a little bit of time with them.

This is also a good time to start using "I" when talking about your character! Get into it and start putting your feet in their shoes, moonboots, tentacles, paws, claws, webbed appendages...you get the idea.



CREW CREATION

Even though you can't always rely on your ship to function the way you think it should, you can always rely on your crew. Unless otherwise noted, the following questions are ones to answer as a group. Feel free to provide multiple answers to questions:

- **How did your crew meet?**
  For example, "Jaxza and her former crewmate Ashma found Commando Cat right after he had escaped from the lab where he was created. Pitying him, they let him stowaway with them, planning to drop him off at the next friendly planet."
- **Describe two moments of tension within the crew?**
  For example, "Jaxza and Commando Cat regularly argue over who's going to pilot the ship, most recently in front of a client, which cost them a job. Then, later that day, Commando Cat caught Jaxza gambling with the last of their Credits and started yelling at her in a casino."
- **What was a moment that you felt truly bonded to the crew?** Each character should give their answer, and it could just be a member of the crew they feel bonded to—or a common cause that they share.
  For example, "Commando Cat felt bonded to Jaxza when she put her life at risk to attack Kraxos. Kraxos had just killed Ashma, a member of their crew, and without concern for herself, she tried to slit his throat with a shard of glass. The rage impressed him—he hadn't known how much Jaxza loved Ashma until that moment."
- **The last time you were at a spaceport, what rumor did you hear?** Each character should share one rumor they heard. And it doesn't have to be a spaceport, though those are usually where the best rumors are found!
  For example, "Kraxos is developing a weapon capable of destroying whole planets from space" or "The intergalactic police are starting to crack down on smugglers in the region we're about to head to"
- **What job is the crew in the middle of right now?**
  For example, "We've stolen the Orb of Rensalla and now need to deliver it to Karroon the Meticulous" or "We've got all the intel we need to start our assault on Kraxos' star destroyer"

IMPROVEMENT POINTS

Now that you've articulated your crew's dynamics a bit, it's time to give yourself some Improvements and your ship some more! In *Teens in Space*, each character gets 10 Improvement Points (IP) when creating their characters. These IP will be assigned either to the character or to the ship.

Each Improvement costs a specific number of IP. By the end of the character creation, you must have spent all of your IP, either on yourself or on your ship. Later in the game, you'll have the chance to gain more IP, which will be covered in "Gaining Additional Improvements" on page 47.

The Improvements you added earlier to the ship and the Improvements you gained from selecting your Species were free. No matter what you got before, you still have 10 IP to spend between you and your ship!

CHARACTER IMPROVEMENTS

Each Improvement you make to your character costs a certain number of IP. These costs can be found in the list of suggested Improvements in "Appendix G - Character Improvements" on page 115. These Improvements represent skills that you have or modifications that you've made to your body to improve yourself. It's up to the player creating the character to determine how they came by the Improvement, but part of character creation is explaining how you came by that Improvement. Given the strong narrative focus of *Teens in Space*, be sure that you have a narrative reason for having it. GMs, feel free to push players on this if their reasons are tenuous!

"Gaining" an Improvement means adding a new Improvement entirely. "Enhancing" an Improvement means augmenting one that already exists, such as going from +1 to +2 in a Stat.

For example, Commando Cat decides that, when he was created, he was given cybernetic enhancements that he can use to crudely cloak himself, so he buys the Stealthy Improvement (2 IP), allowing him to spend 2 Adversity Tokens to avoid detection within reason. He also decides that he was given a cybernetic eye that makes weapons targeting easier, this is his narratively consistent way of gaining the Improvement that gives +2 to Fight (3 IP). Since he was trained so extensively in combat, he also buys the Master Blaster Improvement (1 IP), giving him +3 to fight rolls with a blaster. In total, he spends 6 IP.

Jaxza also takes the Stealthy Improvement but decides that her stealth comes not from technology but from the years she spend as a street urchin on Proeleax, blending into crowds after she pickpocketed a mark. Mechanically, her Improvement is the same, but the narrative behind it is different. Similarly, she took to the skies at a young age and got good at flying fast. The self-training she had there gives her the Ace Pilot Improvement. In total, she spends 3 IP.

It's okay if you don't spend all of your IP on yourself. In fact, each crewmember should probably save some for the ship. Otherwise, you'll all be flying around in a real junker.

If you don't see an Improvement that you want on the list, talk with your GM. They can help you figure out if your suggestion is a good Improvement for the game you'll be playing and how many IP you'd need to spend to gain it or enhance it to where you want it.

If you play multiple sessions, there will be ways to gain more Improvements and enhance the your existing ones later. This is addressed in "Gaining Additional Improvements" on page 47.

SHIP IMPROVEMENTS

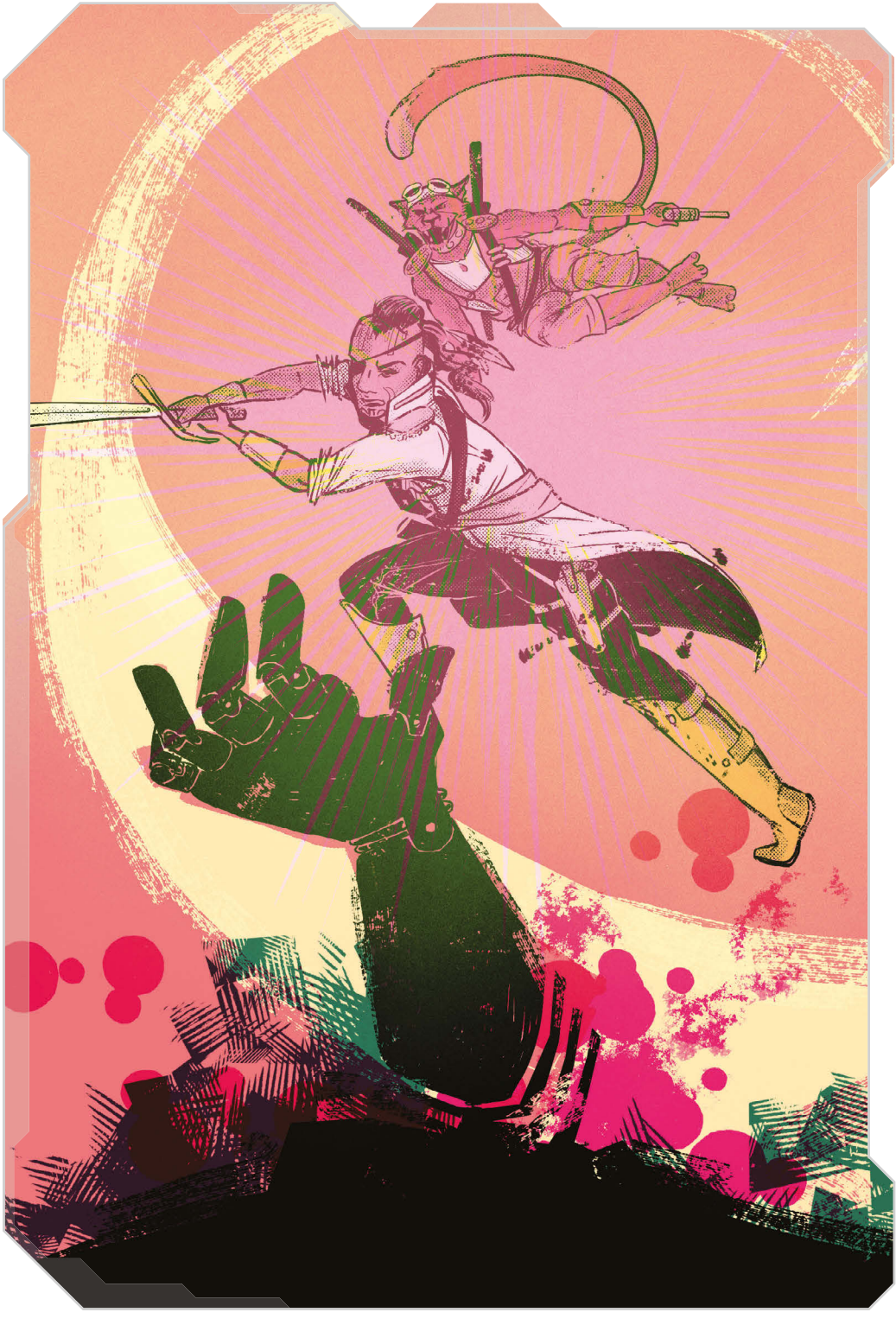
After you've spent IP on your character, the crew will work together to finish building your ship. Using the IP the players have left over, you'll select Improvements to the ship. Any Improvement Points not spent are lost - so spend all of them! If you aren't sure what to take, refer back to the suggested Improvements associated with your class of ship on pages 7 and 8.

A full list of possible Improvements to your ship can be found in "Appendix B - Ship Improvements" on page 64, which you referred to during the ship creation process. The sheet you should use to keep track of your ship's details can be found in "Appendix A - Ship Sheet" on page 63, but you should already have that started from the ship creation process.

Though IP are shared at this point, keep track of who contributed for specific Improvements to the ship. When playing the game, those players will be in charge of those aspects of the ship. If multiple players contributed points to the same Improvement, they'll share control over that aspect of the ship.

The character who spends the most Improvement Points on the ship will be the ship's pilot—perhaps even the ship's owner. Narratively, they should have the most history with the ship, so they'll get to name the ship. And while all players will control any Improvements that they paid for with their IP, the ship's pilot will narrate anything not associated with those purchased Improvements.

As with Character Improvements, there will be opportunities to get further Ship Improvements if you play multiple sessions of the game. We'll address how that works in "Gaining Additional Improvements" on page 47.



For example, Commando Cat gives the ship automatic laser cannons for 2 IP and gives the ship a small greenhouse for 1 IP, which will grow enough food to sustain the two of them. Any time the laser cannons automatically fire on another ship or anything happens with the greenhouse, he'll narrate what happens.
Jaxza upgrades the ship's manned turret guns for 2 IP. She also gives the ship an advanced cloaking device for 3 IP, paying 1 IP for basic cloaking, then 2 more IP for advanced cloaking. She'll narrate how the ship's cloaking works when it's activated. She also decides to give the ship a Cooling System, increasing its Heat Meter by 1. (For details on these mechanics, see "Heat Meters" on Page 43.)

Commando Cat and Jaxza each have only 1 IP left, so they pool their IP to spend the 2 IP needed to give their ship a medical bay. Jaxza, having spent the most IP on the ship, will be it's captain. She decides on the ship's name: The Valkyrie.

Now, you're ready to play *Teens in Space*. Remember that job you're right in the middle of?

OPTIONAL: RELATIONSHIPS BETWEEN CHARACTERS

If you plan to play a campaign game, you might want to spend more time establishing the relationships between your crew. We've included questions about the relationships between you here. Using "Appendix H - Crew-Building Questions" (both the "Positive" and "Negative" sets of questions) on pages 119 and 120, one player at the table should do the following:

- Take the two lists of questions.
- Choose another character at the table and decide whether you have a mostly positive relationship with that character or a complicated relationship with that character.
- Roll a d20 and, using the appropriate list, answer the corresponding question about that character. (If the question has already been answered or doesn't seem to fit, reroll.) OR Choose a question from the list and answer it about that other character.
- Give the lists to that character and have them repeat the process for a different character at the table.

Continue until every character has had one question answered about them. The final character to get the list will be answering a question about the character who started with the list. If the table wants to flesh their relationships out even more, your group may repeat this process as many times as you like. We recommend choosing different characters to answer questions each time, and choosing a question from a different list so that you have both positive and negative relationships with members of your crew.

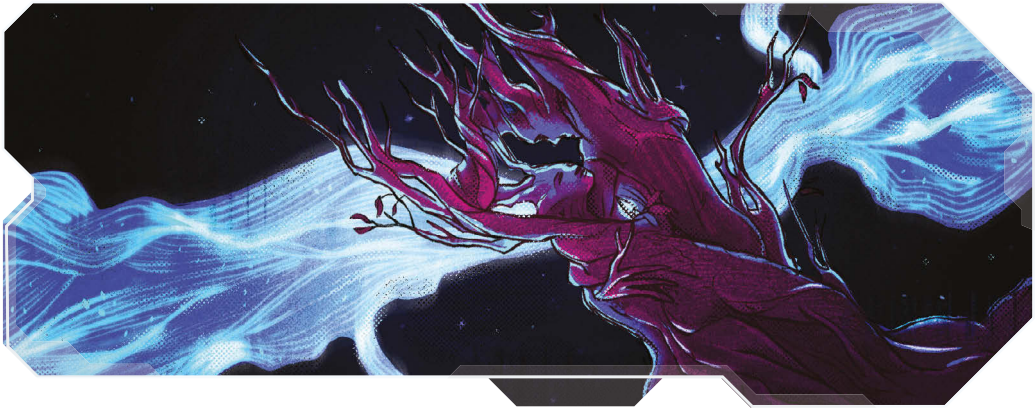
NARRATIVE CONTROL

Depending on how many role-playing games you've enjoyed over the years, you might be used to different approaches for the GM (or DM, MC, or any number of other titles). In many traditional role-playing games, the GM directs a lot of the action and is almost always responsible for telling players what happens in response to their actions. With these approaches, each player is responsible for their own character's actions, but not for the world around them.

Many contemporary role-playing games take a different approach, letting players tell more of the story with the GM as more of a facilitator. Rather than telling players what happens, the GM will often ask players what happens, relying on them to co-create the world they're interacting with. As such, each player is responsible for their own character's actions and some aspects of the world around them.

Typically, *Teens in Space* takes this second approach. Sure, there will be times when the GM presents something to the table that's entirely from their imagination, but most of the time, they'll be encouraging the players to create the story with them, not just describing how your character reacts. Sometimes, the GM will have big-picture stuff that needs to be a certain way, but often, the player will have a part in deciding even the big-picture direction of the story!

Another element that affects narrative control is a roll of the Stat Dice. When you attempt to do something with one of your stats, the GM will have you roll the appropriate Stat Die against a number that they tell you. If you roll that number or over, you succeed! If you roll under that number, you fail. As much leeway as you and the GM have to tell your story, the Stat Dice might have different ideas...



STATS

Your Trope determines how you assign your Stat Dice. The higher the possible value on a die, the better your character is with that stat. The six stats are:

- **Brains:** This stat determines how book-smart a character is, as well as how well they understand and solve intellectual problems.
  Likely verbs: *calculate, confuse, learn, remember, repair, solve*

- **Brawn:** This stat determines how much brute strength a character has. It does not determine how well they can fight—just how well they can lift things and how physically intimidating a character is.
  Likely verbs: *carry, crush, grapple, intimidate, lift, restrain, throw*

- **Fight:** This stat determines how good a combatant a character is with whatever weapons or fighting skills you decide your character knows. While a character with a high Fight stat won't be able to pick up a blaster and use it effectively having never fired one before, this stat will make them good with weapons that they have experience with. Also, they'll be able to learn how to use new weapons and fighting skills more easily if given the proper training.
  Likely verbs: *blast, cut, hit, shoot, parry, punch, wrestle, restrain*

- **Flight:** This stat determines how fast a character is on their feet (or whatever they have to move them around the universe). Most importantly, it determines how good they are at piloting ships and all other manner of vehicles.
  Likely verbs: *drive, fly, maneuver, pilot, run, steal*

- **Charm:** This stat determines how socially adept a character is and how good they are at reading the emotions of another creature or group of creatures. Characters with a high Charm will be able to talk themselves out of tough situations and into good ones with relative ease—within reason.
  Likely verbs: *convince, entice, lie, seduce, talk, trick, persuade*

- **Grit:** This stat determines how hard it is to break a character emotionally or physically. It also determines how much physical damage they can take before feeling it. Characters with a high Grit will be good at rolling with, dodging, and even taking the punches. Finally, Grit also determines how "street-smart" a character is.
  Likely verbs: *brace, dodge, endure, haggle, resist, take a hit, track*

The higher a Stat Die is, the better a character is at skills involving that stat and the more likely they are to succeed when using that stat. While there's no guarantee that you'll roll your maximum, characters will be better able to pass checks with their higher dice.

DICE	BRIEF EXPLANATION
d20	**Superb** — Even upon first meeting you, anyone would be able to readily tell that this is a strength of yours. You are remarkably good with respect to this stat.
d12	**Impressive** — Those who know you would say that you're pretty good with respect to this stat, but it wouldn't be something that's obvious during your first encounter.
d10	**Above Average** — You aren't remarkably good in terms of this stat, but you can certainly get the job done, if need be...
d8	**Below Average** — You aren't too bad in terms of this stat, but you're certainly not good, either. You might occasionally reconsider attempting things of this nature.
d6	**Bad** — Those who know you would say that you're pretty bad with respect to this stat, but it wouldn't be something that's obvious during your first encounter.
d4	**Terrible** — Upon first meeting you, anyone would immediately be able to tell that this is a weakness of yours. You are remarkably bad with respect to this stat.

For example, Commando Cat has a d20 Fight and a d4 Charm. He was created for combat and destruction, so he never cultivated his charisma, even in the years since he escaped. His skills with a blaster have been enough to keep close the people he wants close, and they've been more than enough to get him out of problems that some people might try to blab their way out of.

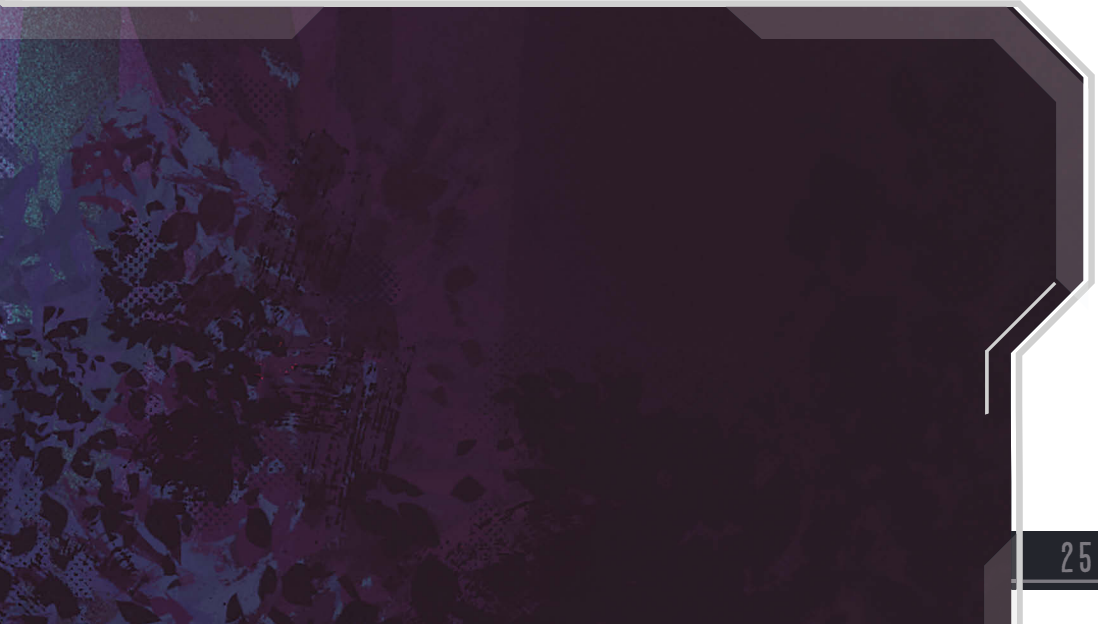
Jaxza has a d20 Flight and a d4 Fight. As an urchin pickpocket on Ragnar, she learned from an early age that she had to be good at running from her marks after she swiped their goods since she was too young to fight the vast majority of her fellow Ragnarians. And because she stole a starcraft at a young age and never looked back at Ragnar, she had to become an ace pilot before she became a teen.

Stat Dice will also be used to resolve stat checks and combat, which we'll address in "Stat Checks" on the next page and in "Combat" on page 37.

STAT CHECKS

While you're playing, any time you do something that runs the risk of failure, the GM will set a numerical difficulty for the action. You will then roll the appropriate Stat Die and check the value of that Stat Die against the value of the difficulty. If you roll the maximum value of the Stat Die and it isn't enough to succeed at the check, your Stat Die will "explode"—meaning that you reroll and add the maximum value that you rolled the first time to the new roll. Your Stat Die may explode multiple times on a check—but once you succeed at that check, it will no longer explode on that check.

Keep in mind that the most you can roll (without the luck of exploding a die) is 20, and even that number is extraordinarily unlikely. However, that doesn't mean that the difficulty can't be higher than 20 in cases where a feat seems truly impossible for mere mortals. A lucky explosion or two can make the seemingly impossible happen...



DIFFICULTY	EXPLANATION & EXAMPLES
20 or greater	A task at which only the most incredible could even possibly succeed—but if they succeed, it will be one of the most impressive things a creature has ever done. This is a nearly guaranteed failure. *A skilled mechanic rerouting the entire warp drive of a ship using haphazardly assembled odds and ends.* *A captain lifting debris off of one of their crew members on a planet with high gravity.*
17 to 19	A task where success would be incredible and impressive. This, too, is a nearly guaranteed failure. *Talking a member of the galactic police out of arresting your crew when you're caught red-handed and you don't have any dirt on the space cop.* *Flying through an asteroid field that has claimed many ships—without any shields on your ship.*
13 to 16	A task where success is extraordinary—but decidedly possible for those who are truly skilled at it. *Winning a hypercage deathbattle against the current champion.* *Someone trained in espionage withstanding aggressive interrogation at the hands of the galactic police.*
10 to 12	A task where success is impressive—but completely expected for those skilled at it. *Navigating through an asteroid belt with compromised thrusters.* *Becoming conversational in a new language in only a few weeks of focused and immersive study.*
7 to 9	A task where success is certain for those very skilled at it—but not for those who aren't. *Carrying a fairly heavy, fragile artifact without dropping it.* *Knowing where to find a criminal network on the planet you grew up on.*
3 to 6	A task where success is likely for all but those who aren't skilled or have a low stat in that field. *Hitting a target with your trusty blaster from 20 yards.* *Convincing a lonely bartender to give you a free drink.*
1 to 2	A task where success is nearly guaranteed except in extreme cases. *Carrying your travel gear onto the ship.* *Remembering where you parked your spacecraft.*

CHOOSING A STAT FOR THE CHECK

As in life, there are always multiple ways to solve a problem. If you've pissed off the most powerful crime boss on a backwater planet, you could address that issue in any number of ways. Maybe you use your Charm to go in and negotiate a deal with him to get you out of trouble. Or, maybe you go in a completely different direction and charge in, blasters blazing, with your Fight. You could even try to physically intimidate his lackeys into telling him back off with your Brawn. If you don't feel like trying any of your Stat Dice, you could always flee the planet before the real conflict starts. In *Teens in Space*, bravely and preemptively running away is always an option.

When you're not sure what kind of check something will call for, you can always just start describing what you're doing and the GM will tell you what check to make. For things like deceit and lying, it's probably going to be Charm, but if you're throwing around a lot of science-y words to convince space pirates that your ship is unstable, that'd be Brains. If you're haggling in a market, that could be Charm if you're relying on your winning smile, but it could also be Grit if you're relying on your experience with black market dealings. The bottom line is that you should go with what feels right to you and your GM. If you're the GM and genuinely can't decide, let the player use whichever of the possible Stat Dice would be best for the player.

When deciding on the consequences of a stat check, GMs should consult the following guide:

(ROLL + MODIFIERS) - TARGET	GUIDELINES FOR FAILURE OR SUCCESS
+10 or higher	The character succeeds smoothly and easily. Likely, it looks like the character is just showing off, or that the task is done so readily that it happens without any effort at all. At the GM's discretion, there could be some unexpected positive results from a success of this degree. As the player narrates their extraordinary success, the GM should work with them to give them a few additional benefits.
+5 to +9	The character succeeds quite impressively. At the GM's discretion, the character might have some additional benefits beyond the success, but these will be slight and only occur if important for pushing the game forward. As the character narrates their success, the GM may interject these minor benefits.
+1 to +4	The character succeeds, but not impressively. They shouldn't gain any benefits beyond the mere success, but they get to narrate their success.
0	The character succeeds but just barely. Decidedly, nothing surprising happens—and the player and the GM should narrate to make this success as skin-of-the-teeth as possible.
-4 to -1	The character fails, but not too badly. There might be some very minor short-term consequences, but these won't shift the story for more than a minute or two. These characters have tried and almost succeeded, and the GM should narrate the near miss accordingly. Characters may have some input into the way this near miss plays out.
-9 to -5	The failure is bad but not a disaster. There will be some short-term consequences that might lead to some immediate difficulties—but there's nothing the characters can't handle if they focus on them. Characters have tried to do or have been forced to do something beyond their capabilities. Unsurprisingly, they've failed. The GM should narrate the failure almost exclusively.

(ROLL + MODIFIERS) - TARGET	GUIDELINES FOR FAILURE OR SUCCESS
-14 to -10	The failure is profound. There will be consequences for this failure, likely in keeping with what would be expected—but that doesn't mean that those consequences won't be terrible. These consequences may strongly influence the course of the current play session. Generally, characters should only find themselves failing this badly when they recklessly bite off more than they can chew. It is not recommended for GMs to force characters into failures this catastrophic except when absolutely necessary for the game's narrative. The GM will narrate these significant failures with no input from the character.
-15 or lower	The failure is staggering and catastrophic. There will be both immediate and long-term consequences for this failure above and beyond what might be expected. These consequences might lead to serious changes in the course of the long-term arc of the story—especially because the character should only find themselves failing this badly through total recklessness or because the GM has purposefully put them in a staggeringly difficult situation. The GM will narrate the failure and its disastrously bad consequences.

For example, Jaxza is attempting to get on to Kraxos' prison ship to break Commando Cat out of his cell. She reasons that she could use her Flight to get close to the ship without being detected. This seems like a pretty good option, since her Flight is her d20 Stat Die and she has the Ace Pilot Improvement. Once she gets there, she knows she'll have to figure out a next step, but she decides that getting close to the ship is a good start.

The GM tells Jaxza that the Flight check is a difficulty of 15 (tough, but decidedly possible), so, despite the difficulty, she decides to go for it. She rolls a 13. With her +3 Ace Pilot bonus, she succeeds, getting The Valkyrie close enough to the prison ship without being noticed. As such, she narrates how she barely avoids detection by sneaking The Valkyrie in amidst floating debris.

PLANNED ACTIONS & SNAP DECISIONS

Although the GM always sets a numerical difficulty, there are two distinct kinds of stat checks: Planned Actions and Snap Decisions:

- Planned Actions are stat checks when you have time to think about the best course of action and, perhaps, work with your friends. If the characters are decrypting an encoded transmission from the comfort of a hidden rebel base, that's definitely a Planned Action. Or, if your character needs to climb up a wall to sneak into an abandoned factory and has the cover of night and no one in pursuit, that's a Planned Action. In short, Planned Actions are when the conditions are relatively optimal to achieve something.
- Snap Decisions, on the other hand, are choices that have to be made quickly under bad conditions—and are thus more chaotic and unpredictable. For example, if your character is being chased through a cave, checks they make while fleeing in panic will definitely be Snap Decisions. Or, if the character is under any kind of great pressure, that would likely be a Snap Decision, too.

Ultimately, it's the GM's call whether something is a Planned Action or a Snap Decision. Players, though, should feel free to try to convince the GM of how they can get a moment of calm to make a Planned Action in a setting that would seem to call for a Snap Decision.

In order to make a check for a Planned Action, go through the following steps:

- Once you decide to resolve a problem with a particular stat, the GM sets a numerical difficulty.
- Because you have time to think and react calmly, you may either roll the appropriate die for that stat or you may take half the value of that stat's die.
- If the value first rolled is the maximum value of the die and is below the difficulty level, the roll "explodes." Roll the same die again, adding both values together. This may be repeated as many times as you roll the maximum, though you must stop when you have succeeded.
- After determining whether the die explodes, add any species bonuses to the roll. Species bonuses will not cause a die to explode.
- You may also discard any number of your Adversity Tokens (earned after any failed checks), each token adding +1 to the roll. As with species bonuses, these additions do not count toward exploding the roll.
- Other players may also spend Adversity Tokens to help you with the same +1 benefit as above, though they must also narrate how their actions are also helping your cause, and this is at the GM's discretion.
- If the total roll is greater than or equal to the value set by the GM, you have succeeded. You and the GM will narrate the success collaboratively.
- If not, you have failed. The GM will direct the narration with minimal input from you (the greater the failure, the less input from you). The more you miss by, the worse the failure. You also receive one Adversity Token, which can be used after future rolls to increase the value at a rate of 1 Adversity Token for +1 to the roll.

When things are dicier and you're under significant stress, you'll have to make a Snap Decision. The process works as above with the following changes:

- First, you cannot take half of the value of the appropriate die. You must roll to see if you succeed since this is a rushed attempt that you cannot plan.
- Second, although you may spend Adversity Tokens to help yourself, other players cannot spend Adversity Tokens to help you. There's no time for the kind of planning that collaboration requires.
- Third, though you still gain an Adversity Token for either kind of failure, the GM should make the consequences for failing a Snap Decision less weighty than failing a Planned Action. Narratively, when everything's on the line, the tension is already there, and you aren't doing something stupid—you're just in a bad spot.

For example, Jaxza creates a distraction on another level of the ship, clearing the guards away from the cell holding Commando Cat. She has all the time in the world to hack the keypad keeping his cell locked, a difficulty of 7. Since she has the time, she takes a Planned Action with her Brains, her d12 stat, getting her a 6 exactly. She then spends an Adversity Token to get to 7, just what she needs. She and Commando Cat are reunited!

Unfortunately for them, hacking the cell sets off a silent alarm. As they exit the cell, three of Kraxos' elite guards have their blasters trained on them. Clearly, this is time for a Snap Decision rather than a Planned Action. Jaxza decides that her best course of action is to make a run for cover and take advantage of her ability to hide. Commando Cat decides that, given his penchant for firefights, he's going to try to outdraw them and try to drop all three of them. Given the situation, this too is a Snap Decision. The GM sets Jaxza's Flight check difficulty at 8 and Commando Cat's Fight check at 14.

Jaxza rolls a 16, succeeding by +8 at dodging out of the way, an impressive success. Since there might be some small benefits, the GM decides she can narrate her success and a slight benefit. Jaxza narrates how, in diving for cover behind some nearby crates, she draws the guards' attention away from Commando Cat for just a moment, giving him a chance to draw on them.

Commando Cat rolls a 12, failing by -2 at eliminating all of the guards before they can fire, a failure with only a slight penalty. The GM narrates how Commando Cat manages to shoot two of the three guards while they're distracted, but the last one regains his focus enough to exchange fire with him one time, blasting just a bit of fur off of his left shoulder. Commando Cat isn't badly injured, though the blast hurts for a minute. The worst part is the smell of burning cat hair, which, honestly, is pretty bad.

STAT CHECKS WHILE USING YOUR SHIP

Many aspects of the ship have dice associated with them. Your ship started, for example, with d4 manned turret guns, d4 shields, and d4 thrusters. When making a check involving the ship, you will roll your appropriate Stat Die plus the die associated with that part of the ship. The combined total will be measured against the difficulty set by the GM and results calculated normally. You cannot take half of the die's value when using the ship's dice. They must be rolled for all checks.

Here are some common rolls used during the control of a ship:

- **Standard flying of the ship:** the pilot's Flight
- **Charting the most efficient, safest course:** the pilot's Brains
- **Charting the most efficient, safest course along with a sentient ship:** the pilot's Brains + the ship's sentience die
- **Dodging, deflecting, or taking a hit from an enemy ship, an asteroid, or the like: the pilot's Flight (always a Snap Decision) + the ship's shield die (Note:** the pilot may choose to add their thrusters to this roll—including the ship's thrusters die with the other two—though doing so adds one to the ship's Heat Meter)
- **Dodging, deflecting, or taking a hit from an enemy's ship, an asteroid, or the like with a sentient ship:** the Pilot's Flight + the ship's shield die + the ship's sentience die

If a die is not attached to an Improvement, using the Improvement does not require a check. For example, your greenhouse and your holodeck don't require checks to function.

CO-CONTROL OF THE SHIP

When narrating what happens while flying the ship, the player who purchased an Improvement will narrate what happens when using that Improvement. When narrating what happens with a part of the ship that was not upgraded, players should share control over this narration. If multiple players have spent money on Improvements, players should also share control over this narration.

However, if a player is taking a specific action with the ship, they should narrate what they do. Whoever mans the guns on the ship, for example, narrates the use of those guns, rolling their Fight check along with the appropriate die for that gun. Similarly, whoever is flying the ship narrates what happens with their Flight checks.

For example, Jaxza and Commando Cat make it back on to The Valkyrie and power it up. Jaxza jumps behind the controls and blasts off, but as they do, Kraxos' minions activate a tractor beam to pull it back in. The GM tells them that it will be a difficulty of 12 to swerve out of the way of the beam. Jaxza decides to activate the ship's thrusters, so she'll roll her Flight (d20) and the ship's thrusters (d4) against this 12. She rolls a 10 and a 3 for a total of 13 and gets to narrate how she narrowly veers out of the way of the beam.

FAILING A CHECK & USING ADVERSITY TOKENS

In *Teens in Space*, failing a roll isn't all bad. First and foremost, it gives you an Adversity Token (AT), which you can use in two ways:
You can spend one AT to get +1 to any stat check. You may use multiple AT on a stat check, receiving +1 for each AT spent.
Some Improvements can be activated by spending AT during the game, as indicated in the description of the Improvement.

In addition to earning you AT, failure can and should push the narrative forward. Remember, a failed roll means that what the character wants to happen doesn't happen—but that doesn't mean that what happens is bad for the story. Failures won't be what the character wants, but they should feel good for the story and push the group in unexpected directions while you craft the narrative together.

Though failed rolls related to the ship will narratively affect all characters on the ship, only the character who made the roll receives the AT for that failed roll. Also, that character earns only one AT for a failed roll involving their Stat Dice and any number of the ship's dice.

For example, during their escape, Jaxza and Commando Cat find themselves pursued by Kraxos' forces. Jaxza takes a sharp turn into a nearby asteroid field and attempts to navigate it safely. The GM sets the difficulty of making it safely through the field at a 10. Jaxza, however, rolls a 1 on both her Flight roll and the thrusters roll, a pretty bad failure, even with her +3 Ace Pilot Improvement. She chooses not to spend any AT to improve the failure and thus fails by -5, which is a bad failure, but not a disaster. The GM narrates how one of the ship's two engines is temporarily damaged when Jaxza swerves into a smaller asteroid to avoid a larger one. Unable to fly at full speed until they repair the ship, Jaxza and Commando Cat will have to figure out how to escape Kraxos' forces. Jaxza receives an AT for this failed roll.

EXPLODING DICE

When you roll the highest value of the die and thus reroll (when the roll "explodes"), the narrative should reflect that you have done something beyond what you could accomplish on your own. When working with a player to narrate an "exploded" success, the success should come, in part, from external forces or just dumb luck.

All dice in *Teens in Space* explode, including characters' Stat Dice and the ship's dice. Every die may explode as many times as you roll its highest value. However, once a roll is successful, further explosions do not occur.

For example, after the ship is damaged, Jaxza decides to land The Valkyrie on a large asteroid and try to repair the engine. Though she knows her way around engines, they don't have many materials on hand, and the GM sets the difficulty at an 18. Jaxza has d12 in Brains, so taking a Planned Action means guaranteed failure. Instead, she decides to roll for it, and is lucky enough to roll a 12, the highest value of the die. She rolls the die again and rolls a 9 - a total of 19. She narrates the success, making sure that she doesn't succeed simply based on her own wits. She describes how she's working on the engine when Commando Cat, with his non-stop talking about how they should have just stayed and fought them all, distracts her. She drops the lug nut she's reattaching, which falls, rattling into the engine. The nut hits what sounds like a small piece of rock, and then there's a loud whir: the sound of the engine restarting!! With a stroke of luck, she and Commando Cat are ready to get flying again.

COMBAT

Combat in this game functions in the same way as other stat checks, though usually, you will be rolling against another character to determine success or failure. As with other checks, the player making the check can always spend AT to increase the value of the success or decrease the value of the failure—and characters who can create a compelling case for how they helped their compatriot can spend their own AT to help as well.

For combat between two characters controlled by players in the game, it is important that the GM confirm that both players are comfortable getting into combat with each other in the game. Because of the possible consequences of in-game physical violence, if both players do not agree to it, the story will need to take a different direction.

There are no safe fights in this game. Any time physical conflict occurs, a character might lose many of their Improvements or even die. Once players decide to attack each other, a misplaced blow could hit a temple or a throat. There are no "pulled punches" or "called shots". Every blaster fight could be fatal.

Mechanically speaking, all combat happens simultaneously each round, and no combat should last for more than two or three rounds at the most, even if it ends in a kind of draw. Most combats should be a single round with the results determined by one set of rolls.

Each particular action should be considered a round. So, if a character decides to shoot at something or someone, that's a round. If a character decides to pause for a moment to study their surroundings, that's a round. Of course, some actions, like hacking into a computer's mainframe, will take longer than it would take to fire a blaster or swing a Laserblade. Players and the GM should discuss how long an action will take, and this might depend on stat checks. A player can hack a computer more quickly with a 19 on Brains than they could with a 6. Based on this Brains roll, the GM could tell the other players that they need to keep the hacking character uninjured for a specific number of rounds in order for them to be successful.

During a round, two characters fighting each other could deal serious damage to each other at the same time. They might both land a punch at the same moment, or they might draw simultaneously and fire. Characters should roll for what they're doing during combat, then, based on successes and failures, the GM and players should narrate what happens.

Physical Damage: Physical attacks are more direct combat, either a fist fight or non-energy, non-projectile weapons, like swords or bats.

Roll the attacker's Fight against the defender's Grit (if they're planning to stay and fight back) or Flight (if they're planning to dive out of the way or try to flee). In most physical fights, both characters will be attacking each other. Assuming that's the case, choose one character to attack first; they roll their Fight and the defender rolls their Grit. Then, reverse rolls; the character who had been defending rolls their Fight and the character who had been attacking rolls their Grit. Damage occurs simultaneously, so hold the narrative results until after both rolls!

Projectile or Energy Damage: Most of the time in the game, projectiles will take the form of blasters, which are terribly dangerous for all characters. There are also energy weapons like Laserblades and projectile weapons like guns, though few guns in space fire bullets.

When projectile or energy weapons are used in combat, roll the attacker's Fight against the defender's appropriate stat (likely Flight or Grit, depending on whether the character is diving out of the way or taking the shot). If both characters are shooting or throwing at each other, roll separate attacks and defenses for each attacker. High differences between attack and defense with projectiles are much more dangerous than the same difference for physical combat.

INJURIES & DEATH

During the course of the game, one or more of the characters will likely be injured. In this game, there are no hit points, but none of you are immortal. Far from it. Blasters can put a hole straight through you, and Laserblades can easily cut you in half. In this game, blaster fights are an expected part of the experience. Try to keep a reserve of Adversity Tokens to help mitigate potential failures, and ensure you make good use of your Improvements.

If you get into some serious trouble, though, you may sacrifice an Improvement in order to reduce an attacker's roll against you to a success of only 1. Whatever happens to you to cause you to lose that Improvement will have long-term narrative consequences, but it might be enough to help you get out of there. The attacker probably won't stop just because they damaged your cybernetic arm. If you're that out-matched, it might be a good idea to run instead of suffering more damage.

When sacrificing an Improvement, you must sacrifice as much of that Improvement as you have to buy at any given time. For example, Stat Bonuses are purchased one +1 at a time, but you pay Improvement Points equal to the bonus you are going to get. For example, to go from +1 to your Brains checks to +2, you need to spend 2 IP at once. As such, if you choose to sacrifice that Improvement, you will drop to a +1 bonus and must spend 2 IP to regain the +2 bonus. You do not gain any lost IP back to your reserve.

Note: At the GM's discretion, even non-energy, non-projectile weapons may cause damage as though they were, especially if the attacker is skilled. The narrative results below are guidelines.

ALTERNATIVES TO DIRECT COMBAT

As with stat checks, there are multiple ways to address even physical problems in the game. While hitting something with a blaster will always be a Fight check, other checks might come into play. Hefting a shipping crate to throw at an attacker or seeming impervious to harm by taking a punch without flinching would be a Grit check. Diving out of the way of fire or just running for your ship would be a Flight check. Taking a moment to study the surroundings or defending ship to find something explosive to shoot at or sizing up an opponent to find a weakness you could exploit could be Brains or Grit checks. Talking everyone down even after the shooting begins could be a very difficult Charm check, but if your Charm is high enough…

Usually, though, when the blasters come out, attackers are using their Fight stat. Don't get lazy with your storytelling. Even if Brains are your best stat, you can't always think your way out of a firefight—and a good GM will push you to not get stale in your solutions.

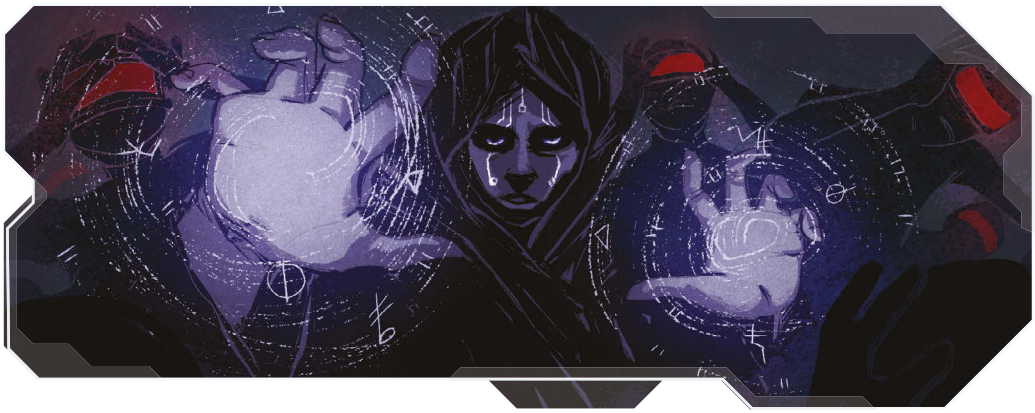
(ROLL + MODIFIERS) - TARGET	GUIDELINES FOR FAILURE OR SUCCESS
Defender's roll is greater than or equal to the attacker's roll	**Narrative Control:** The defender narrates the outcome. **Effect:** Defender is uninjured. The projectiles miss or the blows don't hurt them enough to matter. The ship's shields easily
Attacker's roll is greater by 1 to 4 *Momentary inconvenience*	**Narrative Control:** The attacker explains how they attack, and the defender narrates what they do to mitigate the harm to them. **Effect:** Defender is hurt, but only temporarily. The laser grazes them, but they're okay. The punch stuns them but they can shake it off, so they're likely to be attacked again before they can retaliate. The ship sustains some minor damage. It's nothing that you can't patch up when you're out of this firefight, but it might result in your attacker getting a free shot on you.

(ROLL + MODIFIERS) - TARGET	GUIDELINES FOR FAILURE OR SUCCESS
Attacker's roll is greater by 5 to 8 *Injured or damaged*	**Narrative Control:** The attacker explains their attack, and the defender explains how they respond. The attacker then explains how this barely mitigates the harm. **Effect:** The defender is fairly hurt, and until you get appropriate care, there should be both narrative and mechanical consequences. The blaster hits them and they need medical attention soon to prevent it from causing permanent damage. They're dazed and likely concussed, but they can keep going. Their ribs are going to hurt for a few days and breathing might sting for a few hours. The ship sustains some damage that you'll need to spend some Credits to repair, and at the GM's discretion, you might have some penalties to checks until you do.
Attacker's roll is greater by 9 to 12 *Serious injury or damage that requires immediate care*	**Narrative Control:** The attacker explains their attack, and the defender explains about how they respond. The attacker can alter any of these details as the defender explains them. Then, the attacker explains how this response fails to prevent harm. **Effect:** The defender is badly hurt, and there should be serious narrative and mechanical consequences. The blaster hits them dead on, destroying a vital organ. They need professional care immediately or they'll die. They're unconscious and will be badly concussed when they wake up, or the bone is broken. The ship is badly damaged and needs attention urgently in order to keep functioning.
Attacker's roll is greater by 13 or more *Death or permanent, extensive damage*	**Narrative Control:** The attacker has full control over the first part of the narrative. They explain what the defender does in response to the attack—and how ineffective this response is. However, if the character has sacrificed themselves for the good of the group in a worthy, noble way, the defender can add how their sacrifice helps the group in some exceptional way. **Effect:** The defender is dead or quite nearly dead, which is about as serious as narrative and mechanical consequences get. The laser puts a hole through the middle of their head and nothing can save them. They're beaten so badly that only immediate medical attention can help—but there will be permanent effects. The ship has a hole blown in it, and there are likely casualties from the crew. The ship is definitely no longer operable.

For example, just before Jaxza and Commando Cat can take off, Kraxos' forces disable The Valkyrie and tell them that if they don't teleport aboard Kraxos' ship, they'll blow them to smithereens. Commando Cat smiles and turns to Jaxza, "Now can we just kill them all?" Jaxza shrugs, not seeing any other options. As they teleport aboard, Commando Cat arms and throws a plasma grenade which, with a Fight roll of 14, incinerates half of Kraxos' guards. Jaxza, with only a d4 in Fight, decides that she needs to dive for cover and try to figure out a clever way to deal with them. She rolls a 9 on Flight, more than enough to dive out of the way and get some cover. From there, she makes a Brains roll (11 on her d12) to determine that there's some fuel behind the other half of his forces. She yells to Commando Cat to shoot the fuel tanks as she takes aim herself.

During the next round of combat, Kraxos draws his weapon and aims at Jaxza, who has been a thorn in his side for too long. The five remaining guards take aim at Commando Cat, who is standing in the middle of the floor with a very large gun. Commando Cat takes aim at the fuel canister, as does Jaxza. After rolls, the GM determines that three of the five guards hit Commando Cat; one of these hits is a grazing (attacker's roll is 1 greater than defender's roll), one is bad (attacker's roll is 6 greater), and one is fatal (attacker's roll is 15 greater). Commando Cat decides to spend 2 AT to lower the bad attack from 6 to 4, making it only a slight wound. For the fatal attack, he decides to take the damage by sacrificing his cybernetic targeting system, which gives him +2 to all Fight checks. This sacrifice will damage it—but not destroy it—reducing the bonus to +1. Narratively, this means that the first shot grazes his shoulder, causing him to wince and lean away from the next shot, which also grazes him. The last shot hits just right to disable his cybernetic eye. Good thing, though: if that had been a real eye, it would have killed him.

During that same round, Kraxos aims at and misses Jaxza, who is well covered behind some shipping crates. Her shot, aimed at the fuel tank, hits dead on, causing it to explode and killing the five guards foolishly standing next to it. That's good, since Commando Cat's roll was a miss. Now, it's just Jaxza and Commando Cat against Kraxos...



COMBAT BETWEEN SHIPS

Combat between spaceships functions nearly identically to combat between two characters. Roll and resolve damage the same way. In most cases, whoever is manning the laser guns (or plasma cannons or photon torpedoes or whatever the ship is equipped with) rolls their Fight for the attack, and whoever is flying the ship being attacked rolls their Flight. For smaller craft, this might well be the same character.

Just as your crew members have Stat Dice, so too does your ship, though these are purchased with IP at the start of the game and, in campaigns, later on in its journey across the cosmos. Unless there's a strong narrative reason why they don't, each ship begins with a d4 in Blasting, Shielding, and Maneuvering. For additional IP (or later in the game, additional Credits or IP), you can install upgrades that will increase these dice. Keep track of them on your ship's sheet for easy reference.

When making a check while you are controlling a particular part of the ship, roll both your appropriate die and the ship's appropriate die. For example, if you're manning the blasters and attacking a nearby ship, roll both your Fight die and the ship's Blasting die. Add the rolls together for your attack roll. The opposing ship will roll their pilot's Flight die and the ship's Shielding or Maneuvering die, depending on whether they decide to try to maneuver out of the way of the hit or just absorb it with their shields.

As with physical combat, where any characters near the fight can spend AT to influence rolls, any characters on the ship may also spend AT to modify rolls made by any player on the ship, provided that they narrate how they're helping their crewmate. Perhaps a quick barrel roll by the pilot brings the guns into range more quickly than the enemy was expecting, adding to the combat roll. Perhaps a gunner quickly shot one of the photon torpedoes as it came toward you, causing an explosion that did less damage than a direct hit would have.

With ships, too, you can sacrifice Improvements to reduce an attacker's roll against your ship to a success of only 1. Perhaps a quick maneuver turns the ship so that the photon blast destroys the holodeck, not something vital on the ship.

HEAT METER

As you use your ship, especially in times of stress or combat, you'll have to take care not to overheat it. On the ship's sheet, you'll note a Heat Meter bar near the top of the Ship Sheet. From time to time, you'll need to tick off one space on the Heat Meter, pushing it closer to overheating, or erase a mark, cooling the engines off.

In general, the Heat Meter increases when you have to push the ship beyond its normal functions. The Heat Meter doesn't advance for normal usage, such as flying at a normal speed or using its daily functions. But when things get hairy and you need to push your ship to fly faster or raise your shields to protect you, you'll be increasing the Heat Meter. Using some Improvements, such as the thrusters, necessarily increases the Heat Meter each time they're used.

If you fail a defensive check, you have the option of further increasing your Heat Meter to lessen the failure. For each additional Heat Meter increase you take, lessen the level of failure by one. For example, if an attacker rolls a 14 and you roll a 6 for defense, that would mean that the ship is now "damaged". The player controlling the ship's shields can increase the Heat Meter by an additional level to bring the damage down to "momentary inconvenience" or by two levels to eliminate the damage altogether.

When the Heat Meter reaches maximum capacity, three things occur:

1. You cannot use Improvements that require you to increase the Heat Meter when using them.
2. Your crew can no longer increase the Heat Meter to mitigate failure of defensive rolls.
3. The ship will be an easier target. Any failed defensive rolls immediately increase to the next level. For example, if a defensive roll fails by 3, instead of a "momentary inconvenience" the attack would cause "damage". You may still sacrifice Ship Improvements to reduce the consequence of the failure to a roll of 1, "momentary inconvenience".

Each hour during which the ship experiences only normal use, which does not include any time spent in Faster Than Light travel, reduces the ship's Heat Meter by one. Alternatively, after an hour of being completely powered down, the ship's Heat Meter drops to zero. The Heat Meter does not decrease at all if it is only powered off for part of that hour. Be careful, though: a ship whose Heat Meter is at half capacity or greater when it's powered down cannot be turned back on for an hour.

For example, after Commando Cat and Jaxza narrowly defeat Kraxos, they hasten back to The Valkyrie. With a few flipped levers, they turn off the beam disabling the ship, and they power The Valkyrie back up. Just as they get the ship going, a few of the remaining guards notice they're trying to leave and rush to their fighters to chase them into space. Commando Cat gets to the guns as quickly as his feline legs will carry him, and Jaxza desperately tries to zip far enough away from Kraxos' ship to get into warp drive. Commando Cat has an excellent Fight roll (even with his damaged cybernetic targeting system!) and a pretty good roll for the ship, which has decent guns. The total is quite a bit higher than the targeted ship's Shielding roll plus that pilot's Flight roll; Commando Cat laughs as he blasts a hole in the fighter ship's cockpit and blasts the pilot into space. "This is what I was made to do, Jaxza!!!" he shouts and takes aim at another. He advances the ship's Heat Meter by one.

Before he can take aim at another enemy ship, Jaxza realizes that if Kraxos' ship gets its massive plasma cannons online or if Kraxos gets to his ship and comes after them, they'll be in serious trouble. She takes advantage of the cover from the debris and turns the ship to open space, easily making the check with a combination of her Flight roll and the ship's Maneuvering roll. She advances the ship's Heat Meter by one. "Well, this is what I was made to do!" she shouts as she puts her hand on the warp lever. "Hold on to your fuzzies!" she shouts, throwing the lever forward, catapulting the ship to twice the speed of light in a matter of seconds, and taking them far, far from Kraxos and his minions. She advances the Heat Meter by one more.

PLAYING MULTIPLE GAMES

If you finished one game of *Teens in Space* and are hungry for more, you can always continue your adventures using the same characters and furthering some of the same conflicts. Maybe the Loricatorean king you stole the crown jewels from is now out for revenge. Maybe the planet you saved from destruction has another job for you. Ultimately, that's up to the GM and you, the players.

If you do decide to play a campaign of *Teens in Space*, here are some elements to consider to make sure that your games progress.

SPENDING CREDITS

Most of the explored cosmos uses Credits, a universal system of currency. Even on planets where the population barters internally, you're sure to find traders at spaceports willing to give you tradable items for currency and vice versa, though usually for a hefty upcharge.

At the start of the game, each character should have 100 Credits. GMs will generally want you to start the game interested in finding work; it's part of why you start the game in the middle of a job. And, across the universe, "We're in dire financial straits" is usually a pretty good reason to need work.

As the game continues, you may acquire more Credits. You might even acquire what some might describe as "a whole lot of scratch". However, always remember that more Credits makes you and your friends a target for all manner of crimes, from direct theft to kidnapping to attempted murder. Although Credits can get you out of a lot of bad situations, having too many of them can get you wrapped up in a lot more.

Credits are stored via the unhackable (at least so far) Intergalactic Commerce Network, called ICN or "Icing". Transfers are easy, and you'd rarely find a location so remote that transfers aren't functionally instantaneous. Most folks in the universe, even the most technologically averse, carry a device to manage their Credits. It's hard to leave home, and nearly impossible to leave your planet, without it. As such, unless something has gone fundamentally wrong with the ICN, transfers are always as easy as handing over cash is on Earth.

Every planet will have ample opportunities for characters to spend Credits, though the more remote the location, the more expensive the items will be. GMs, for guidelines for pricing items, please refer to "Appendix H - Items" on page 121.

GAINING ADDITIONAL IMPROVEMENTS

While there isn't traditional "leveling up" in *Teens in Space*, you can gain new Improvements and enhance ones you already have, both for yourself and for your beloved ship. In "Appendix G - Character Improvements" on page

115 and “Appendix B - Ship Improvements” on page 64, there are costs in Improvement Points associated with each Improvement. Between the action of games, you can get Improvements for yourself or your ship.

However, when this occurs is up to the GM. Depending on the situation you find yourselves in at the end of a mission, it might not make sense to have access to further Improvements. At the end of each game in a campaign, it’s suggested that the GM award you up to 2 IP: 1 IP for making the game more fun for everyone else at the table and 1 IP for roleplaying your character well.

You can certainly bank your IP for future use, perhaps saving for a few games in order to get a more expensive Improvement or perhaps saving them because there isn’t an opportunity to get the Improvement you want at this point. You may also pool your IP for Improvements to the ship, in which case Improvements would be co-controlled by those of you who pooled their resources to acquire that Improvement.

The more IP the Improvement costs, the harder it will be to find someone who can make that Improvement. Many tinkerers will charge you, though how much they charge is up to the GM and how much work you’re willing to do for them before they make the Improvement. While most spaceports would have a machinist who can build a neural implant to give you a +1 to your Brains checks for some Credits, finding anyone skilled enough to enhance an neural implant from +5 to +6 might be an adventure in its own right and will likely cost you quite a few Credits. In general, GMs will make you pay between 100 and 1000 Credits per IP. The following factors will push the Credits per IP ratio higher:

- The higher the IP cost of the Improvement
- The more notorious or wanted by dangerous forces you are
- The nastier you are to the person doing the Improvement

RESTORING SACRIFICED IMPROVEMENTS

As discussed in “Injuries and Death” on page 38, you might have sacrificed an Improvement to prevent life-threatening damage. If you want those Improvements back, you’ll need to buy them back, either by converting Adversity Tokens to Improvement Points or by spending Credits, as discussed in the previous section.

At the GM’s discretion, if the job you were doing before was for a powerful entity, they might be willing to help you with the cost of restoring yourself, though it will always cost you the same IP. If you pulled a job for an entity powerful enough to help you restore a sacrificed Improvement, they might put you in touch with someone who can fix it at a discount. Restoring an Improvement always costs you half the IP it would to gain or enhance it, rounded up. Your Improvements aren’t hit points to be fully restored after a day or two of rest, so choosing to sacrifice them should hurt.

For example, after narrowly escaping Kraxos, Commando Cat and Jaxza return to Hulbothar, the planet where Jaxza has a small space villa. They looted a container of fuel crystals from Kraxos' ship, and they're able to sell it off for 20,000 Credits. Fuel crystals are expensive, after all.

Jaxza decides to spend IP to make herself stronger. To get a +1 to her Brawn, she would need to spend 1 IP to do so. The GM decides that she finds a cyberneticist who'll do that work for 150 Credits.

Commando Cat asks the same cyberneticist to repair his cybernetic eye, which was damaged in the battle with Kraxos. He decides that, while the cyberneticist is at it, he'll have him upgrade the eye as well, taking it from where it is currently (Fight +1), past the restoration (Fight +2), and into an upgrade (Fight +3). The restoration costs him 1 IP, and the upgrade costs him 3 IP, for a total of 4 IP. The work is expensive, though, costing him 1,000 Credits, but he decides it's well worth it to take a better shot at Kraxos next time.

JUMPING AHEAD

Even in the nearly lawless wilds of intergalactic space, you won't be jumping from one major adventure to another without any breaks. Sometimes, you'll have a few boring jobs before another big one happens. Sometimes, it's just flying to one part of the galaxy to find a reclusive cyberneticist who'll fix up your badly damaged arm. There's no need to roleplay all of these adventures. Focus on the fun!

...but try not to skip over too much time. It's science fiction, so use hand-wavy stuff like wormholes and spacegates and warpspeed to get things done quickly. Remember, if you spend two years doing something that you don't roleplay, you're skipping over two years of working together and getting to know each other. Try to find the fun in even the little stuff, and remember that being an impulsive teenager makes even mundane tasks difficult sometimes.

Lastly, skipping a bunch of time isn't a way to earn Credits. Any adventure that's bland enough to skip over completely isn't dangerous enough to earn you more Credits than you need to survive.

If you decide to skip more than a few weeks of in-game time, things might happen to your crew, even during times of relative quiet. Between gaming sessions or at the start of your next session, the GM should ask players a few of the following questions (or questions like them), ultimately to answer the broader question "What happened during this time?":

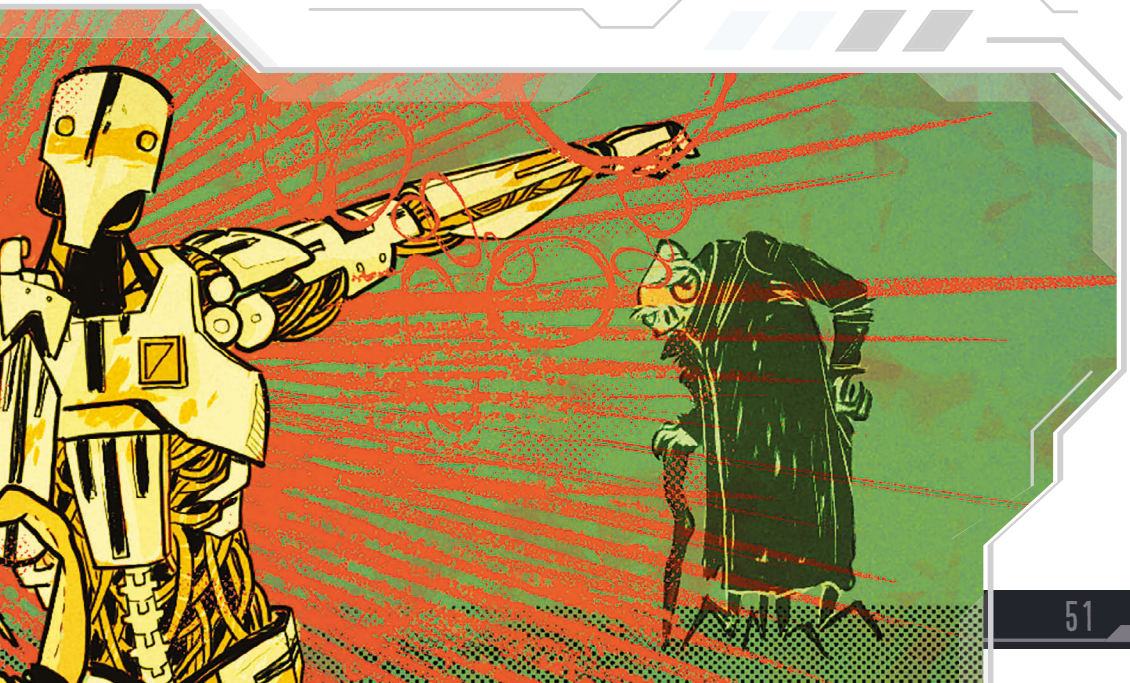
- What new folks did you meet during this time?
- Who's a new friend you met? Who did you piss off?
- What part of the ship is showing its age?
- What trivial argument did two or more of the crewmembers get into?
- What rumor did you hear about [some ongoing part of the campaign]?

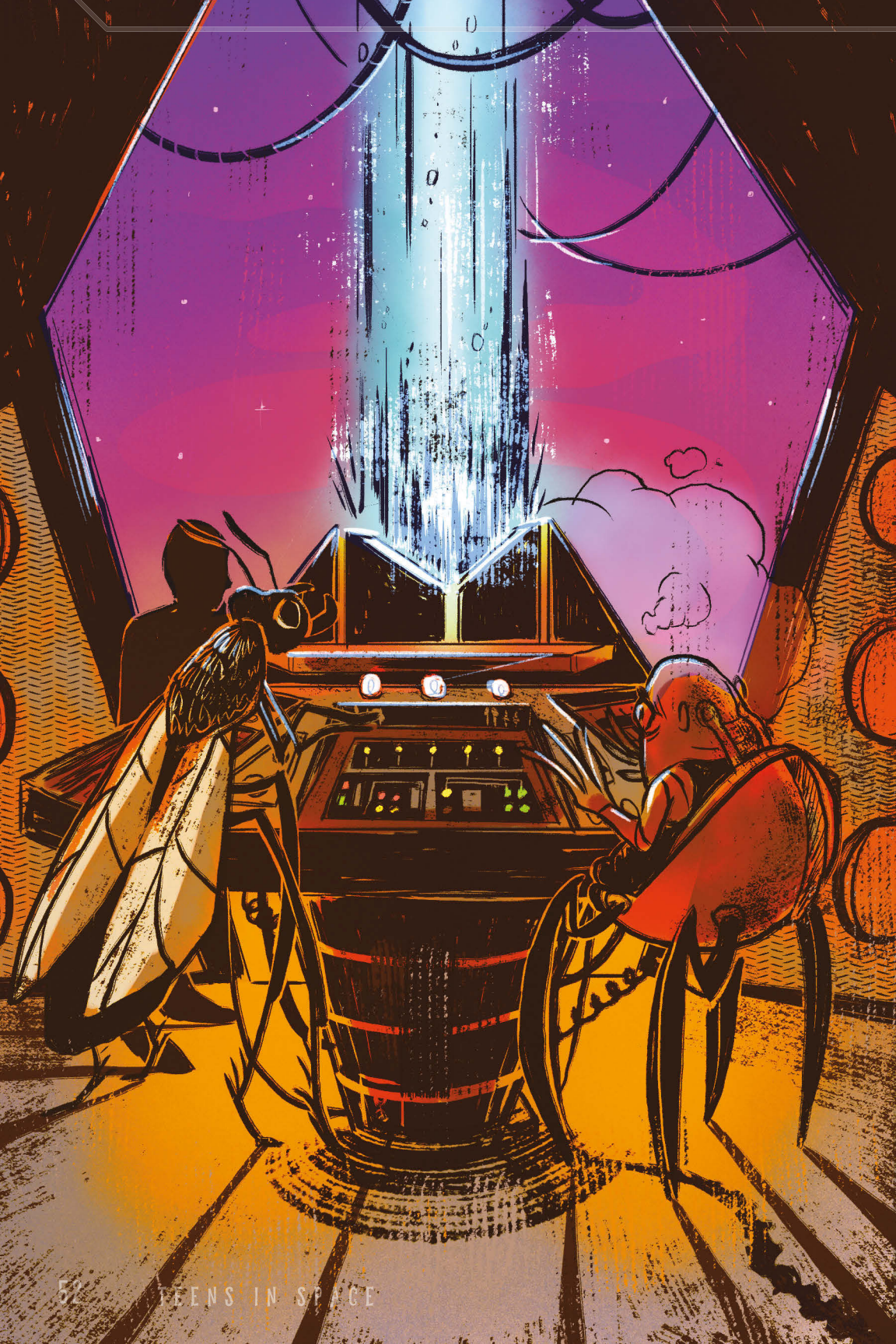
OTHER CHANGES TO CHARACTERS

Characters should change and evolve over time, not only gaining additional Improvements and Credits. As appropriate, a player and a GM might agree that a character has seen the danger of their Fatal Flaw, and this might result in their not having this flaw anymore. On the other hand, if their reckless following of their impulsive nature seems to have worked out pretty well for them, they might become even more willing to follow their Fatal Flaw, even when it seems like a truly terrible idea to do so.

If a player and GM agree that a character has seen the danger of their current Fatal Flaw, there are a few options.

- They might agree that while the player has seen the danger, they might not be free of their flaw quite yet. If so, the character should be careful to avoid acting according to this Fatal Flaw in the next game.
- They might agree that the character is good at avoiding acting according to their Fatal Flaw. If so, they should think carefully about whether the character is really free of flaws or if they've just swapped one for another. A character who realizes they're being too willing to go in blasting, for example, might swing too far in the other direction and seek peaceful solutions even where there are none. That character might have found a happy medium, though. The player and GM should discuss whether the character needs another Fatal Flaw. Remember, having no Fatal Flaw means that there is no more opportunity to gain bonus AT for unwise actions.
- The bonds that characters form can be weaknesses, too. Even if a character learns that they should trust more easily, for example, they may have become overly protective of a crewmate that they nearly lost. An unwillingness to let a friend put themselves in danger could be a Fatal Flaw, too.





INFORMATION FOR THE GM

Thank you for facilitating your friends' experience with the game! In this section, you'll find some advice for how to best make that happen. If you're an experienced GM, much of this might cover things you already know. If you're reading a section you feel like you know a lot about, feel free to skip it!

PLAYER SAFETY

A key part of any role playing experience is pulling players out of their comfort zones and, often, forcing them to make difficult decisions for their character. Will Thragrax fight against a Ragnarian general he once respected to save an innocent planet—or will he let her destroy it, knowing that to cross her is to be shunned from his home planet forever? At the same time, as discussed in the "Setting Boundaries" section, you don't want to address any issue that players have agreed are out of bounds. So where's the line between pushing players and overstepping the agreed-upon boundaries?

Our suggestion is to make sure that you're steering clear of the topics players have agreed to avoid. If players feel strongly enough about them to mention them at the start, it might make them nervous to even approach them. However, if that conversation doesn't happen at the beginning of the game or if something new comes up, we encourage you to pause the game, talk through it, set new boundaries if necessary, and then continue.

Even if you're using a method to ensure that players have the chance to stop anything they're finding unpleasant, don't hesitate to take a step out of the game to make sure that everyone is still okay with things. When players get caught up in the story, they can sometimes roll right into things people find troubling, even if those things were covered in the discussion of boundaries. If it seems like this might be happening, it's a good idea to pause, check in with everyone, and either continue or adjust as needed.

For example, some conflict between characters will help to drive the story and create tension. However, if there is increasing tension at the table and players—not just characters—seem to be getting frustrated with each other, it's a good idea to make sure everyone's still enjoying themselves.

- **Brie Sheldon's Script Change Tool:** When something players want to avoid is occurring, they say "rewind," "pause," or "fast forward." "Rewind" means that a player is telling the group they want to go back a bit and head in a different direction to avoid elements they don't want in the game. "Pause" means that a player needs a break but that the game may continue in the same direction it was going. "Fast forward" means that a player wants to skip over a part of the game—that they're okay with the event happening in the world of the game, but they're not okay in hearing it described or playing it out. More information on this tool can be found with a quick internet search!
- **Ron Edwards' Lines & Veils:** Rather than only establishing firm "off-limits" topics at the start of play, players can address issues as they come up, drawing a "line" (a topic that a player does not want to address in the game) or drawing a "veil" (a topic that can occur in a game so long as it is "off camera", similar to the fast forward

described above). This method is best used with players who are comfortable enough with each other and with roleplaying to pause the game and address issues as they arise. It comes from Edwards' 2003 game, *Sex & Sorcery*, and more information can also be found online!

There are numerous other approaches to making sure that everyone at the table feels safe and enjoys their experience. We encourage you to use whatever techniques work best for your group and to adapt them as necessary.

CRAFTING THE STORY

In *Teens in Space*, the expectation is that you won't have to do a bunch of prep work before the game begins. That means a lot of thinking on your feet and asking for players' input. At the start of the game, players answered questions about themselves and their crew. We've relisted the questions below and offered some suggestions for what to do with the answers.

- **"What do you envision your crew doing in this game?"** The way to use this question is pretty direct. If players want to pull heists, let them pull heists! If they want to fight pirates, let them fight pirates!
- **"How do most ships in your universe travel faster than the speed of light, and how is your ship special?"** In addition to giving you a sense of how the players want technology in the universe to work, what makes the ship special can be a really good way to come up with story ideas. If there's something special about the ship, there could be a lot of people after it...
- **"What is a conflict that the ship has been involved in?"** Just because a conflict was in the past doesn't mean that it's resolved. If the crew was part of a battle, there could be people out to get them for their involvement in that. If they were part of a rebellion, the forces they fought against could have regrouped and be coming back for revenge.
- **"Not a lot of teens have their own spaceship, so how is it that you came to be traveling in one?"** Players will have to get creative to think about how they got their young hands on a spaceship, so this can be a great place to encourage storytelling both at the time and later. If the spaceship was a gift, does the giver expect something in return later? If the ship is so they can do something specific with it, what happens when that job is finished? And, of course, if the ship was stolen, who wants it back—and what are they willing to do to reclaim it?
- **"What on the ship is incredibly well maintained?" and "What on the ship is held together with spacetape and a prayer?"** While both of these questions might not generate overarching narratives for your players, they can certainly be things that go wrong if they roll very poorly with their ship—or go right if they roll very well. They're also elements you can use to ratchet up tension at key moments—or to bail them out when they need the helping hand of fate.

- **"What pushed you to leave your home planet to explore space?"** If the player fled some sort of trouble, that trouble might come looking for them. Or, something might force them to return to confront that trouble, perhaps to protect someone they cared about or perhaps to finally confront the problem. If the player was looking for something (either an object or a feeling), it might be good to help them try to find it—or at the very least lead them toward that thing they're looking for.
- **Other species-specific questions** While these are too numerous and varied to give guidance for each, generally speaking, take a look at the questions and think about where some particular points of tension or interest might arise, especially in ways that the character differs from the majority of their species. For example, a Pugnarean pacifist would give you a lot of options for interesting stories…
- **Trope-specific questions** Again, these questions are too sundry to address all of them, but think about any interesting elements that come up as players are answering them. This can be especially true of the advice that a parent or mentor gave them, as in answering that question, the player will often reveal quite a bit about their relationship with that figure in their life. Relationships are great things for GMs to exploit!
- **"What is your Fatal Flaw?"** Thinking about the Fatal Flaws that your players shared with you, what are some situations where those will come into play? Remember, your goal isn't to force your players to make bad decisions and then kill them, but you do want to give them to opportunity to roleplay. Some situations where they come into conflict because of their flaws should be good for the game.
- **"Describe two moments of tension within the crew."** Even though players are sharing a time in the past when there was tension, this could give you some ideas for how to create similar moments in the future. Putting the group in situations where that tension will bubble to the surface is a good idea, and there's nothing wrong with having one of the sides of the tension be right. Make sure that one player isn't feeling picked on. If one player was right last time, think about making another player right next time.
- **"What was a moment you felt truly bonded to the crew?"** If they have a mutual goal, this is something that they're likely to want to pursue, and you should let them, though not every adventure has to relate to their mutual goal. If there's an individual that they all care about, adventures surrounding that individual will have high stakes for the players. An adventure could relate to that individual in ways that only become clear once they're already neck deep in the adventure.
- **"The last time you were at a spaceport, what rumor did you hear?"** This is a great way to get the players involved in the kinds of things that you'll throw at them later. Listen for one that has everyone ooh-ing and ahh-ing and you'll know you've got a good rumor. That doesn't mean it's true, though. Sometimes, rumors are only part of

the truth—and sometimes they're outright fabrications.

- **"What job is the group in the middle of right now?"** At the start of the first game, this is the only thing you really need to get going! Think about a great moment to throw them into the action, a point of high tension and a place where they'll have to do some quick thinking and lucky rolling.

As you start to think about these possible hooks and points of tension, you'll start to see directions to take the story. That's good! You don't need to narrow it down to just one, and you can dangle hints at a few different ones and see which direction players take. With the shared narrative control, it's important to let the non-GM players also have a strong role in the direction that the story takes. So if you're feeling stuck in where to take the story to make it interesting for players, ask your players questions—even very open-ended ones, like, "Who are you surprised to find stowed away on the ship?" or "When you open the crates you've been hired to ship, what do you find?" You don't have to do all the work setting up the story!

PLANNING FOR YOUR GAMES

Some games require GMs to spend hours of time planning and balancing encounters, creating maps of dungeons and towns for characters to explore, and creating a deep pool of NPCs for your characters to interact with. In *Teens in Space*, you can take a much more laid-back approach.

If doing a lot of planning is something that you enjoy, then by all means, plan away! But *Teens in Space* is intended to be a game that you can GM largely off the cuff, asking players questions if you get stuck, and developing the story in tandem with the players. Certainly, if there's a big reveal that you want to set up for, you may want to plan a bit for that. But for the most part, you can always go with the flow.

Because of that, we don't think it's necessary to make a map of the explored cosmos, of every planet in that cosmos, and of every spaceport they might come to. If you get into a pinch and need a name quickly, we've included common surnames in the species descriptions in "Appendix E - Species" on page 73 and given an explanation of how to calculate costs for items in "Appendix I - Items" on page 121.

The same is true about deciding ahead of time how many species there are in the universe and what the major conflicts will be. If you have a great idea for something, awesome! If you're comfortable with playing to find out what happens without much planning, that's great, too!
Bottom line, unless you really enjoy detailed planning, there's no reason to do that for *Teens in Space*!

TONE & PACE

One of the most difficult aspects of GMing is keeping consistency for the players without the game getting boring. There are two key elements that can be particularly difficult: tone and pace.

With respect to tone, players will discuss at the beginning of the game whether they want a serious game, a silly one, or something in the middle. Keep in mind that, especially in campaign-style games, having only serious, morose characters glumly struggling against the forces of evil can get old. So too can a cartoonish hodge-podge of characters absurdly galavanting through unrealistic scenario after unrealistic scenario. Figuring out what the right balance is part of the art of GMing.

The same is true of the pace of the game. The universe you're helping to create will feel disjointed if it throws the players right into a conflict with a god-like enemy the size of a planet (or maybe literally a planet) at the beginning of their first adventure. Spending twenty hours establishing characters and their relationships before they get even a hint as to any central conflict, too, will get boring. Again, variety is vital.

As a result, GMing often relies heavily on your ability to read the group and adjust the tone of the game. Here are a few suggestions that have generally worked for us in the past:

- Don't feel like you have to roleplay everything that happens in the world of the game. If the characters are flying for a few hours to a nearby system, you don't need to have the characters narrate their conversation for those hours. If the characters are going their separate ways for a little bit, you can have them give quick snapshots of what they did during that time. Don't feel like every moment has to be accounted for.
- Encourage players to tell you whether they want more or less of something, both before games and even during sessions. If the group is getting bored with the way the current game is going, work to give them more of what they want.
- Even more, encourage players to actively push the narrative toward what they want. In *Teens in Space*, players have control over more than just their characters' reactions, so if they want some action to happen, let them make that action happen.
- If players seem to want different things, feel free to pause the game, discuss what's happening on a meta level, and then step back into the game. For example, if Atith is really enjoying the slower-paced role playing but Nneka wants some action, discuss this. Is there a way for both of them to get what they want, or can one of them agree to hold off on what they want in exchange for more of that later on? Trust your players' maturity.
- After particularly intense sessions (or parts of sessions), try to give the players a bit of a break. You've probably noticed in movies

that after big action scenes there's usually a bit of lull—especially if a character has suffered a big loss. Not only does this give the audience a break from frenetic action, it also gives them time to process what the loss means going forward. Especially in a game where you want your players to take ownership of the direction of the story, you need to give them time to think about what big events will mean going forward. However, you also don't want to jump from a loss in the party to screwball comedy. Again, a big part of GMing is reading the room.

- You're a player in the game, too. If you're enjoying the pace and the tone, chances are the group is, too. When in doubt, just ask the other players if they're enjoying themselves as much as you are.

FAILING A STAT CHECK

One of the key differences between *Teens in Space* and role-playing games that focus exclusively on combat is that, as in all stories, failure isn't necessarily bad. While it certainly means that the thing the character was trying to do doesn't happen, it doesn't mean that players have failed. Think back to the source material that you've enjoyed and that you're probably drawing inspiration from to run the game. In those stories, the characters don't always succeed at what they're trying to do right off the bat. If they did, it wouldn't be a very interesting story. So when players aren't successful, remember that this is an opportunity for creativity on their part (and, if necessary, on your part) to approach the problem from another angle. It is also a chance for the story to take an unexpected twist. Encourage your players to fail forward, and make sure that failures don't feel like dead ends!

For example, if Jaxza and Commando Cat are trying to sweet talk their way into a space casino despite not having the Credits to get in, they'd make Charm checks. If they succeed, they're in! But if they fail, maybe they decide to sneak in through the kitchen. Along the way, perhaps they find an item that will come in handy later. Or, maybe they have to bribe one of the waiters there to get uniforms, further decreasing their reserve of Credits.

CHANGING THE RULES

The purpose of playing is to make sure that everyone has fun and, with that in mind, if there's something that would make it more fun for your group, we encourage you to add, alter, or discard rules to make *Teens in Space* the best experience it can be for you and your players.

Small changes, though, can have big consequences—so while it's not possible to imagine all of the possible ripple effects, try to imagine them. If you do change something and a clever player figures out an unexpected exploit, feel free to either tell them not to do that, to change the rule back, or to tweak it again.

PRESSURE GAUGES

If you aren't comfortable with how to pace the game and establish and maintain tension, one possible tool for you to use with your players is Pressure Gauges. We've adapted from another great game, Blades in the Dark, where they're called "Progress Clocks". In *Teens in Space*, Pressure Gauges keep track of how close a bad event is to happening in the world of the game, either in the short term or the long term. Generally speaking, you'll create a Pressure Gauge with a number of levels, and when all of those levels have been ticked off, whatever bad event the Pressure Gauge was monitoring occurs.

In the short term, you might create a Pressure Gauge when the characters are in disguise and trying to pass themselves off as nobility at a high-brow party. Each time they succeed in bluffing their way through the party, the Pressure Gauge stays right where it is. But each time they fail a Charm check, make a bad gaff, or, if you want, just as more time passes, the Pressure Gauge will advance one level. Alternatively, you might create a Pressure Gauge if the ship is undergoing some stress not covered by its Heat Meter, like if an enemy is trying to breach the hull or pull the ship in using a tractor beam. In both of those cases, just the passage of time should definitely be enough to advance the Pressure Gauge.

In the long term, you might create a Pressure Gauge if the Big Bad is working on a nefarious master scheme. At the end of each session, you should decide if the players foiled the Big Bad's plans or if the Pressure Gauge should advance. Another good example of a long-term Pressure Gauge would be how aware the corrupt government is of the crew working to foil their plans. At the start, they're just interstellar nobodies, but the more dramatically the crew frustrates the government, the more aware that government is.

Sometimes, a Big Bad's plan may have multiple parts, meaning that you set up multiple Pressure Gauges that, ultimately, form a long-term Pressure Gauge when taken together. As each stage completes, you'd tick off a level in the long-term Pressure Gauge, bringing their ultimate plan closer to fruition.

In all cases, it may be inevitable that the Pressure Gauge eventually gets to full and the event occurs. For example, a crew who gets more and more powerful in resisting that corrupt government will inevitably get their attention. In other cases, the crew might prevent the Pressure Gauge from ever getting any higher before it maxes out. For example, they might confront and defeat the Big Bad before he can create his world-destroying weapon, or they might leave the high-brow party before the other guests can uncover their ruse.

Also in all cases, the narrative impact of a Pressure Gauge maxing out should be big. For the short-term Pressure Gauges, think about something that is going to force that session to take a big turn. In the case of the high-brow party, the characters would now need to deal with being discovered instead of whatever they were there to do in the first place. For long-term Pressure

Gauges, a maxed out Pressure Gauge should force the whole ongoing story to take a big turn. If the Big Bad gets a weapon that can destroy whole planets, the crew will now have a much rougher fight on their hands and the stakes will be much, much higher. It will also likely force them to stop whatever else they're doing to go take that Big Bad on immediately.

There's no precise formula to deciding how many levels there should be on a Pressure Gauge. For short-term Pressure Gauges, think about how quickly you want it to max out and resolve and how easily you'll advance levels. For long-term Pressure Gauges, especially those related to a Big Bad's master plan, think about how many steps that plan will have.

In most cases, Pressure Gauges will be used as a record-keeping tool for the GM and kept secret from the players. The "Scanner" Improvement allows a player to spend AT to find out information about these, though, so the GM should always be prepared to share information about them. In some cases, to build narrative tension, the GM might want to make a Pressure Gauge public, letting players know how close a bad event is. This doesn't mean, though, that the GM has to tell players what bad event is coming or even what is causing the Pressure Gauge to fill up.

For example, Kraxos is creating a weapon capable of causing accelerated entropy on an entire planet. In order to construct this terrifying weapon he needs a few things. He has to steal the plans to the weapon, which were created years ago by scientists studying entropy—but locked away to prevent exactly this. He also has to kidnap one of the three machinists capable of constructing the machine. Also, he needs to acquire the resources for this weapon. Finally, he needs to force the machinist to build that weapon, which takes time.

To keep track of all of this, the GM creates five Pressure Gauges. Three of them are for the first three steps: one for stealing the plans, one for kidnapping the machinist, and one for acquiring the materials. The next Pressure Gauge, the one for forcing the machinist to build the weapon, won't start until all three of the others are full. The fifth is the overall Pressure Gauge for his master plan; each time one of the others fills up entirely, the GM will fill one level on this one.

HIGH-PRESSURE GAUGE

If you really want to ratchet up the pressure on your players, you can introduce a High-Pressure Gauge. When facing a High-Pressure Gauge, players are trying to keep it from going over by getting more successes than failures on their checks. In short, each player will try to help the crew by making a check. Failures increase the Pressure Gauge by one. If each player manages to make a check without maxing out the Pressure Gauge, they have an overall success. Generally, if the Pressure Gauge maxes out before the final player's check or before all players make their checks, they have an overall failure.

To introduce one of these High-Pressure Gauges, tell players they're starting one so that, after their first or second gauge, they'll know the rules and what's going on. There are three core elements to this kind of challenge: introducing the challenge, having each player respond and roll, and resolving overall success or failure of the High-Pressure Gauge.

First, unlike standard Pressure Gauges which remain hidden from players, tell players the nature of the High-Pressure Gauge they're facing. Maybe they're trying to sneak their way into a cantina to find a well-known smuggler but they've drawn too much attention from the police for them to go through the front door. Maybe they're flying through a dangerous meteor belt filled with space monsters. Whatever it is, let them know what they're up against so they can respond appropriately.

Second, have each player at the table offer a response to what they're facing. As with most checks, players will tell you what they're thinking of doing, you'll tell them a difficulty rating, and they'll decide if they want to take that action. Players at the table can do this in any order, but each player should have to make an equal number of checks. Don't let one bossy player do four checks while the other three players do none! As with less formal times when players make checks, there should be consequences for failures and bonuses for successes, but there is no overall success or failure until all players have made their check or checks. Even if success or failure is mathematically assured before the final roll or rolls, have all players take their part. After all, a narrow loss should have fewer consequences than a catastrophic failure—and you want to give them a chance to have a stunning success rather than just a narrow one!

Third and finally, once all players have made their check(s), resolve the High-Pressure Gauge. If the Gauge has not maxed out, the players have succeeded. For example, they've managed to sneak into the cantina and found the smuggler before the police find them. On the other hand, if the High-Pressure Gauge has maxed out, the players have failed. For example, they've badly damaged their ship, and though they made it through the asteroid belt, they're floating with only basic life support systems still intact. As with standard Pressure Gauge resolutions, High-Pressure Gauges' resolutions should end with a strong impact on the narrative; either the characters will complete a goal or have a more pressing issue to contend with in addition to whatever they were facing before.

APPENDIX A - SHIP SHEET

NAME

CLASS

DESCRIPTION

CORE SYSTEMS	D4	D6	D8	D10	D12	D20
THRUSTERS	1 IP	+2 IP	+3 IP	+4 IP	+5 IP	+6 IP
SENTIENCE	-	+3 IP	-	-	+5 IP	+5 IP
SHIELDS	1 IP	+2 IP	+3 IP	+4 IP	+5 IP	+6 IP
MANNED GUN TURRETS	1 IP	+2 IP	+3 IP	+4 IP	+5 IP	+6 IP

HEAT METER — DEFAULT

ENGINE UPGRADES

WEAPON SYSTEMS	D4	D6	D8	D10	D12	D20
AUTO LASERS	2 IP	+3 IP	+4 IP	+5 IP	+6 IP	+7 IP
PHOTON TORPEDOES	-	-	-	+5 IP	+5 IP	+5 IP

MINES 1x

SELF-DESTRUCT 2

SUPPORT SYSTEMS

- SCANNERS, MID-RANGE 1
- SCANNERS, ENHANCED 2
- REMOTE CONTROL 2
- CLOAKING DEVICE 1 +2 +3 +5

SUPPORT VEHICLES

- ROVER 2
- MINING CRAFT 4x
- EVA CRAFT 2x
- ESCAPE PODS 1x

SUITS

- EVA SUIT (FOR EACH 2) 1x
- POWER ARMOR 2x

FACILITIES

- ARMORY 1
- HOLODECK 3
- FOOD SYNTH 3
- NANO TECH 5
- MEDICAL BAY 2
- ADVANCED MEDICAL BAY +4

LEVEL SCALED FACILITIES

- GREENHOUSE 1x
- CRYOSTASIS CHAMBER 1x
- SMUGGLER HOLDS 1x
- TELEPORTERS 5x

NOTES AND CREW

- FTL TRAVEL free
- ORGANIC SHIP 1

TEENS IN SPACE

APPENDIX B - SHIP IMPROVEMENTS

IMPROVEMENT	IP	DESCRIPTION OF IMPROVEMENT
Armory	**1**	Gives any crewmember +3 to all checks made in the armory to repair or upgrade weapons.
Automatic Laser Cannons	**d4: 2** **d6: +3** **d8: +4** **d10: +5** **d12: +6** **d20: +7**	Guns that can be fired from the ship's cockpit, including by someone piloting the ship.

IMPROVEMENT	IP	DESCRIPTION OF IMPROVEMENT
Cloaking Device	**1**	**Basic:** When activated, the ship becomes invisible to the naked eye but still detectable by heat scanners and most radar.
	+2	**Advanced:** In addition, the ship becomes undetectable by all radar and most heat scanners. Activation of this feature now increases the Heat Meter by 1 per hour or partial hour of use. Basic cloaking may still be activated without incurring the fuel cost.
	+3	**Unscannable:** The ship is undetectable except through physical touch. Activation of this feature now increases the Heat Meter by 2 per hour or partial hour of use. It takes 2 minutes to charge up before activating. Basic or advanced cloaking may still be instantaneously activated for their Heat Meter cost.
	+5	**Intangible:** In addition to being undetectable, the ship can pass through solid objects, including planets, without detection. Activation of this feature now increases the Heat Meter by 5 per hour or partial hour of use. It takes 3 minutes to charge up before activating. Basic, advanced, or unscannable cloaking may still be activated for their Heat Meter cost and at the speed they would normally be activated.
Cryostasis Chamber	**1 per chamber**	The crew may place a willing or unconscious character in the stasis chamber, preserving its life functions exactly as they are until they are removed. After removal, it takes one hour for that character to return to the state in which it entered the chamber.

IMPROVEMENT	IP	DESCRIPTION OF IMPROVEMENT
Engine Upgrade	**1 per level**	Each level increases the slots in the ship's Heat Meter by one.
Enhanced Scanners	**2**	**Heat Scanner:** The ship's scanners can pinpoint heat signatures aboard a ship within 5 miles. Ships invisible to the naked eye will be visible with these scanners.
Escape Pods	**1 per pod**	Each escape pod can hold two crew and will automatically navigate to the nearest inhabited planet.
EVA Craft	**2 per craft**	A small, flyable craft that is capable of holding two crew. It cannot enter planets' atmospheres.
EVA Suit	**1 per 2 suits**	Each suit is fitted to a specific crew-member. It is capable of supporting a person outside of the ship in the vacuum of space for up to three hours.
Food Synth	**3**	Allows for the replication of any kind of food in its database. Each day of use increases the Heat Meter by 1.
Greenhouse	**1 per level**	Each level, the greenhouse can produce enough food to sustain two crew.
Holodeck	**3**	A room in the ship capable of creating tangible illusions. These illusions cannot harm anyone and cannot be removed from the holodeck.
Manned Gun Turrets	**d4: 1** **d6: +2** **d8: +3** **d10: +4** **d12: +5** **d20: +6**	Guns that can only be fired if a crewmember is only manning that gun.

IMPROVEMENT	IP	DESCRIPTION OF IMPROVEMENT
Medical Bay	**2**	Allows any species treated in the medical bay to heal as though they had Regeneration and spent 1 AT. Creatures treated this way do not need to spend any AT.
	+4	Allows any species treated in the medical bay to heal as though they had Regeneration and spent 3 AT. Creatures treated this way do not need to spend any AT.
Mines	**1 per set**	Each set can be deployed behind the ship to force a pursuing ship to make a Flight check of 20, suffering damage based on the degree of failure.
Mining Craft	**4**	A small vehicle deployed on a planet's surface that can mine and collect natural resources.
Nano Tech	**5**	Allows the ship to repair itself. In order to perform the repairs, the ship must raise its Heat Meter by 1 for each IP worth of damage repaired, and each IP of repairs takes one hour to complete.
Organic Ship	**1**	The ship is made entirely of organic material and is a living, non-sentient creature completely controlled by the crew. Other than technologic supplements, the ship cannot be repaired. Instead, it must be medically healed. (Note, the ship's intelligence can be upgraded using the same progression as listed under "Sentient" with the same costs.)
Photon Torpedoes	**d10: 5** **d12: +5** **d20: +5**	Weapons that must be fired from the ship's cockpit. d10, d12, and d20 photon torpedoes increase the ship's Heat Meter by 1, 2, and 3 respectively each time they're fired.

IMPROVEMENT	IP	DESCRIPTION OF IMPROVEMENT
Power Armor	**2**	A mechanized armor exoskeleton custom fitted to a specific crewmember. When worn, it reduces their Flight to 1 but increases their Fight, Brawn, and Grit by d10. It can maintain a charge for 2 hours.
Remote Control	**2**	Allows a crewmember to control the ship without being in the ship, either through an implant in that crewmember, or through a small tablet.
Rover	**2**	A small vehicle able to drive on planets' surfaces.
Self Destruct	**2**	When set, the ship can either detonate after a set amount of time, or be detonated by a crewmember remotely. After detonation, no part of the ship will be salvageable. Anything and anyone on board will be destroyed.
Sentient	**3: d8**	**Advanced Autopilot** allows the ship to make corrections to routes based on unexpected obstacles such as meteor storms or blockades. d8 to checks to plan an efficient, safe route.
	+5: d12	**Rudimentary AI** allows the ship to predict the needs of the crew based on patterns of behavior and to adjust flight patterns even in combat. It also gives the ship a personality. Each day or partial day of use increases the Heat Meter by 1.
	+5: d20	**Advanced AI** allows the ship to predict the needs of the crew with far greater accuracy and fly more effectively in unexpected situations. Each day or partial day of use increases the Heat Meter by 2.

IMPROVEMENT	IP	DESCRIPTION OF IMPROVEMENT
Shields	**d4: 1 d6: +2 d8: +3 d10: +4 d12: +5 d20: +6**	Decreases the severity of enemy attacks by the appropriate die. Each use increases the ship's Heat Meter by 1.
Smuggler Holds	**1 per hold**	Gives any crewmember +3 to all Flight checks made to remain hidden while in the hold. Each hold can fit 1 crewmember (or equivalently-sized objects).
Teleporters	**5 per level**	Can teleport up to 5 crewmembers at a time up to a distance of 500 miles per level.
Thrusters	**d4: 1 d6: +2 d8: +3 d10: +4 d12: +5 d20: +6**	Increases the Flight checks of the pilot when taking evasive maneuvers. Increases the ship's Heat Meter by 1 each time they're used.

APPENDIX C - EXTENDED SHIP CREATION

Instead of selecting a ship from the short list on page 7, you might want greater customization. If you do, this appendix will walk you through doing just that! Replace the ship creation questions with these. You'll still use the Ship Sheet to keep track of everything on your ship, which you can find in "Appendix A - Ship Sheet" on page 63.

To streamline the process, we suggest that GMs work their way around the table asking one player each question and writing the players' answers on the Ship Sheet. Alternatively, if players would prefer to discuss their answers to each question, they certainly can. This will just make the extended ship creation even more extended!

1. Pick the Class as a group and answer the questions:

- Your ship begins with the FTL Drive improvement. How does the ship travel faster than the speed of light?
- What TV show, movie, or book is the technology on the ship most like?
- How is it that your crew came to be traveling in this ship? Not a lot of teens have their own spaceship...

CLASS	A SHIP'S CLASS SETS NARRATIVE ELEMENTS ABOUT THE SHIP AND GIVES AN IDEA OF ITS SIZE OR SCALE.
LIGHT *"Space CAR"*	**Perk:** Built for speed, they are faster, more maneuverable, and more fuel efficient. **Drawback:** Can't take as much of a beating and less comfortable on long voyages
MEDIUM *"Space SUV"*	**Perk:** Built for longer voyages, they are more spacious and pretty tough. **Drawback:** Less maneuverable than light and less tough than heavy class.
HEAVY *"Space RV"*	**Perk:** Built for the longest voyages, they are big, tough, and have largest cargo capacity **Drawback:** These fuel-hogs are typically the least maneuverable and may require a larger crew.

2. Pick the Type and answer the questions

- What two improvements did you choose based on your ship's type? (Choose as a group)
- What on the ship is well maintained?
- What on the ship is held together with spacetape and a prayer?

TYPE	IMPROVEMENTS	
Transport	Personal, Dropship, Medical	Thrusters, Shields, Manned Gun Turrets, Medical Bay
Freighter	Cargo haulers, Tankers, Couriers	Thrusters, Shields, Escape Pods, Holodeck
Scout	Science, Recon or Stealth	Thrusters, Enhanced Scanners, Medical Bay, EVA Suit
Fighter	Fighters, interceptors, bomber	Thrusters, Photon Torpedos, Shields, Manned Gun Turrets

3. Pick a Style and answer the questions

- What improvement did you choose based on your ship's style? You can only choose an improvement once.
- How many planets has the ship already visited, with or without the current crew?
- What conflict has the ship been involved in? These could be large, intergalactic conflicts, or small, more personal ones.
- What is the ship's name? (Answer as a group.)

TYPE	IMPROVEMENTS	
Prototype	One of a kind!	Sentient, Nano Tech, Cloaking Device, Teleporters
Ancient Tech	Full of secrets!	Organic Ship, Sentient, Nano Tech, Cloaking Device
Smuggling	Lots of hidden compartments!	Smuggler Holds, Enhanced Scanners, Engine Upgrade
Warship	More weapons or shields!	Armory, Photon Torpedos, Mines, Automatic Laser Cannons
Stealth	Covert, spy-ship!	Enhanced Scanners, Cloaking Device, Escape Pods

Now that you've got your customized ship ready to go, flip back to "Character Creation" on page 11!

APPENDIX D — CHARACTER SHEET

APPENDIX E – SPECIES

INFORMATION ABOUT SPECIES IN TEENS IN SPACE

In this appendix, you'll find information about different alien species that you could include in your games...but only if you're so inclined! As you saw during the Epoch creation, deciding which alien species are in your game is part of the universe-creation process, so if there's one that seems especially interesting to you, ask the group to include it! If there's one that seems like it wouldn't be fun to have in your universe, exclude it! And GMs, if you think your players would be overwhelmed with the number of choices, limit them!

At the end of the entry for each species, you'll find some questions to answer if you're planning to play them. Some of those questions, if multiple characters are from the same species, may need to be answered collaboratively by all characters of that species. Those questions are labeled as "Collaborative". Others are individual, answered by each character playing that species. Those questions are labeled as "Individual".

When answering these questions, think about the diversity of human experience and human traits. None of these species should be deterministic in their behavior. That isn't interesting. It's in diversity, not conformity, that we've always found the most interesting stories. How much more exciting is it to be the Therinian who has always had an independent streak or the Prolean who proselytizes for a goddess of absolute peace?

Finally, at the end of the Appendix, you'll notice a section about species additions: Android, Clone, Cyborg, Hybrid, and Ktsis. Other than Hybrid, these are narrative additions to the race rather than mechanical ones, so talk to your fellow players and GM before choosing these to make sure they'll be part of a game that everyone wants to play.

QUESTIONS

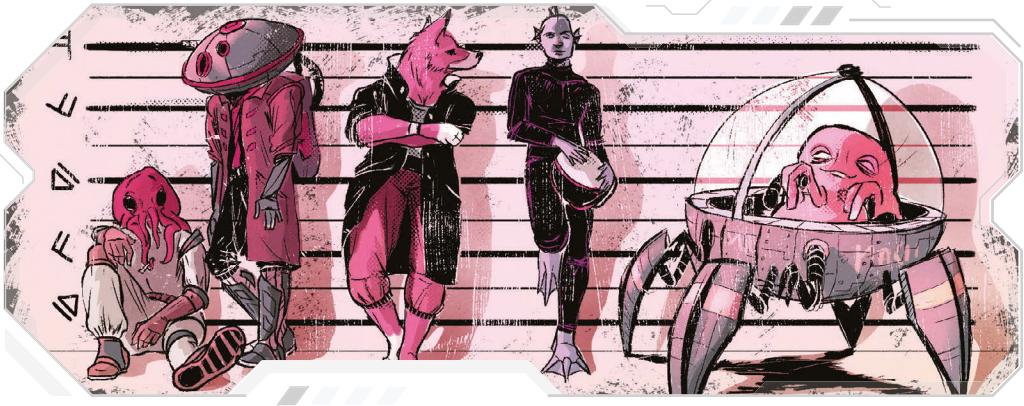
When playing a species here or one of your own invention, it helps to answer a few questions to get a better understanding of the alien mind and their greater society and culture. These can be answered collaboratively or individually, as delineated here:

- **Collaborative:** How does your species handle the notion of gender?
- **Collaborative:** How did your species interact with other species on first contact?
- **Collaborative:** Are there any changes that you're making to the details of your species' brief outline?
- **Individual:** In what ways are you similar to and different from most of your species?
- **Individual:** What pushed you to leave your home planet to explore space?

Each species may have additional questions in their entry to further explore that species' unique features.

SPECIES SUMMARY

- **Abysseans:** Water-breathing humanoids who explore space in exoskeletons.
- **Ananos:** Bulky, mole-like creatures tantalized by the treasures found below-ground.
- **Benthosa:** Sentient bodies of water composed of the consciousnesses of the life forms within them.
- **Calceans:** Mechanical recreations of an extinct species.
- **Cephalons:** Gelatinous, tentacled beings that share a symbiotic relationship with their host bodies.
- **Chimaven:** Bird-like beings obsessed with the sky.
- **Cimexeans:** Insect-like humanoids who share a hive mind.
- **Cumulusareans:** A friendly, cloud-like species of artists.
- **Espereans:** Psionics advocating for intergalactic peace.
- **Frigoreans:** Resurrected humanoids who value equality.
- **Herbaceans:** Sentient plants who rarely leave their collectives.
- **Humans:** The restless explorers of the cosmos.
- **Informeans:** Gelatinous spheres who poop fuel and are super nice to everyone.
- **Loricatoreans:** Tiny humanoids who travel the galaxy in android exoskeletons.
- **Mystarians:** Nomadic, all-female mystics who wield The Bind.
- **Neozo:** Animals given human qualities and, generally, bad attitudes.
- **Pantheros:** Once worshiped as gods, now sought for their ability to create energy.
- **Proeleans:** Warlike humanoids who seek galactic domination.
- **Pugnarean:** Tricksy, technologically-advanced shapeshifters.
- **Quillarians:** Tiny bio-organic engineers, healers, and fuzzy hug monsters.
- **Raskog:** Sleeping hominids, frozen in time.
- **Reptilnae:** Small, reptilian creatures with 360 vision and a flair for blending in.
- **Skitchlings:** Mouthless, gangly beings often hired for covert missions or their skills at dance.
- **Sollemneans:** Serious, emotionally-cold humanoids.
- **Squillians:** Bipedal shrimp originally bred for consumption.
- **Therinians:** Intelligent bears who live in peaceful, rule-driven collectives.
- **Throggofel:** Diminutive, often-cyborg tinkerers obsessed with technology.
- **Viscoseans:** Symbiotic gels looking for a willing host.



SAMPLE SPECIES

ABYSSEANS

Hailing from the aquatic planet of New Atlantis, Abysseans are a water-breathing species of humanoids. Because they require the specific water from their planet (or something chemically identical to it) to survive, they don't travel much. The most adventurous of their species, however, will purchase an exoskeleton that allows them to go out into the cosmos and explore.

On their home planet, they live in complex and condensed cities, preferring to keep most of their underwater planet clear for other, less intelligent species. These open spaces serve as a combination of what humans would call "parks" and "churches".

Appearance: Abysseans are humanoid and stand between 4.5 and 6.5 feet tall and are generally thin. They have webbed hands and feet and large eyes. Their skin tones vary from extremely pale blue or green to very dark blue or green.

Bonuses: ++1 to Flight and Brains; Escape Artist Improvement

Drawback: Must remain in water similar to their planet in order to be able to breathe

Additional Question:

- **Individual:** What's the longest you've been out of water?

Suggested Improvements: Cyberware Hacker, Gross, Skywalker, Space Athlete, Treasure Hunter

Suggested Tropes: Diplomat, Engineer, Exiled Royalty, Medic, Missionary, Profiteer, Scholar

Common Surnames: Bleen, Cleetu, Eelow, Inree, Mm'hee, Vlay

ANANOS

Designed by Luke Muench

The Ananos have maintained a strong foothold on the grand mountain ranges of Mundershire, just as their ancestors had. An ancient legend speaks of riches beyond imagination buried just beneath the surface for those who search hard enough, a tale that fuels many an Anano to never leave their home planet of Minneria, with dreams of being the first to reach the promised prize.

Others have spread across the galaxy in hopes of finding either help with their quest or techniques that the Ananos have not yet attempted—in exchange for a portion of the riches. At one point, the Ananos monarch decreed the enslavement of the Chimaven people, calling it an "ugly necessity in the search for enlightenment." It was this great evil amongst other lesser evils that led the Anano people to overthrow their leader in favor of a confederacy, with all efforts now pointed to redeeming their species' reputation and to making reparations to the Chimavens.

Appearance: Ananos are squat and mole-like with large, cupped hands that help them dig without the need for tools, though some modify their bodies in hopes of digging more efficiently. Their brown, bristly skin is covered by a layer of dust and dirt, giving them a grayish-brown complexion. Their snouts are short and snubbed so as to not get in the way of their piggish eyes. Their legs, when standing straight, could be mistaken as a tree trunk, giving them an air of strength and stability. The average Anano is 6 feet tall, frequently maturing fully at the age of 10; most need to look at the rings on the bottom of an Anano's foot to appropriately determine their age.

Additional Questions:

- **Individual:** How do you view the heritage of your species, and how do you intend on representing it?
- **Individual:** What's the most memorable dig you were a part of on Minneria, and is it one you openly talk/brag about?

Bonuses: +1 Brawn; Ananos cannot be pushed, knocked over, or forcefully moved by any attack or the shifting of ground beneath them unless the ground creates a slope greater than 45 degrees.

Drawback: Due to their stability, they get -3 when attempting anything acrobatic (leaping, climbing, etc.)

Suggested Tropes: Diplomat, Do-Gooder, Engineer, Newbie, Profiteer

Suggested Improvements: Goody Two-Shoes, Gross, Loyal Crewmember, Protector, Treasure Hunter, Utility Belt

Common Surnames: Berthalm, Hargold, Nilron, Rathum, Thrond, Vronyl

BENTHOSA

Designed by Clio Yun-Su Davis

While the Benthosa differ wildly in personality, size, and personal relationships, they all share a similar story: they each started out as simply a body of water without thought or feeling, then one day they awakened into self-awareness. For some, this awakening was peaceful or even joyous. For others, it was traumatic and violent.

The Benthosa awaken into consciousness when their waters become highly populated by other living organisms. A Benthosic entity's consciousness is completely dependent on the living creatures within their body. If disaster were to strike and wipe out life in an oceanic Benthosic entity, they would cease to form memories, be able to communicate, or be aware of themself or others. The life forms within them act as their sensory receptors. When a Benthosic entity is densely populated enough, it is possible for them to split into two or more bodies of water that then develop separate identities over time.

Communication for Benthosa happens telepathically. With unfamiliar individuals of another species, this often starts out as telepathic bursts of emotions, images, and sensations, then eventually incorporates the languages of those individuals as more time is spent together.

Appearance: The Benthosa can be as small as a pond, or as large as an entire planet covered in nothing but ocean. They can be freshwater or oceanic. It is possible for a Benthosic entity to be transported from their home world via a special container or suit, in which case their default shape is the shape of that vessel.

Bonuses: +1 to Brains, Hive Mind Improvement (2 IP). If in their natural habitat, +2 to Grit.

Drawbacks: Unless they are in a special suit, -1 to all stat tests regarding physicality. They are essentially ecosystems, and should something happen to the organisms living inside them, they are at risk of becoming nothing more than water.

Additional Questions:

- **Individual:** What was awakening into consciousness like for you?
- **Individual:** What is your preferred vessel when not in your natural habitat?

Suggested Improvements: Intuitive, Nerves of Steel, Regeneration, Skywalker, Stealthy

Suggested Tropes: Diplomat, Do-Gooder, Dreamer, Lone Survivor, Newbie, Scholar

Common Surnames: Because of the unique way Benthosa come into sentience, they have no family name; Often, no name at all until asked for one.

CALCEANS

Created aeons ago by a scientist whose species (called "The Zeroes" by the Calceans) was ending, the Calceans were, initially, a way for his species to continue. As The Zeroes died, they were recreated as Calceans. However, in the thousands of years the Calceans have existed and self-replicated, they have evolved beyond mere technological shadows of The Zeroes and into their own species. Being entirely mechanical, most Calceans are interested in helping others manage their natural resources and broker peace treaties—both in the hope that they can prevent other species from suffering The Zeroes' fate and to gain the resources they need to sustain their species.

In addition to trading their help for resources, Calceans are forever attempting to reduce the amount of energy that they require, both personally and in their vehicles and equipment. They are fascinated by renewable energies and by alternative fuels for spaceships. They also demonstrate a strong sense of responsibility to preserve and emulate what they view as the positive aspects of The Zeroes culture: their music, visual art, and literature. A common source of pride for a Calcean is their collection of anything preserved from The Zeroes, usually in replica. New discoveries of an actual artifact—or even a purported artifact—will draw excited Calceans from around the galaxy.

Appearance: Depending on the technology level of your game, the Calceans may take any form, from being obviously automatons to being indistinguishable from biological life. They may take any form that best suits the game, and, since they are created, all Calceans need not look the same way.

Bonuses: +1 to Grit; Goody Two-Shoes Improvement.

Drawback: unable to reproduce except through a complicated, very difficult process; -1 to Fight

Additional Question:

- **Individual:** What would intergalactic peace mean for you personally?

Suggested Improvements: Cyberware Hacker, High Flier, Intergalactically Beloved, Goody Two-Shoes, Nerves of Steel, Protector, Utility Belt

Suggested Tropes: Captain, Diplomat, Do-Gooder, Face, Medic, Tech Wizard

Common Surnames: One-Zero, One-One-Zero, One-Zero-One, One-Zero-Zero, Zero-One

CEPHALONS

Designed by Sen-Foong Lim

With their home of Kallax-V destroyed, the Cephalons were once thought to be eradicated from existence. Any surviving Cephalons have an intergalactic bounty on them—dead or alive—since they need to invade the host organism by entering through an orifice (usually the mouth) and then reside in the body (usually in the stomach) in order to procreate. Their highly ductile and resilient bodies have evolved over aeons to survive in the harshest of environment, including within bodies of organisms that are actively trying to reject them. To increase their chance of surviving, the Cephalon take over their host's nervous system and chemically alter the host body to be as malleable and resilient as their own.

Appearance: Cephalons are small masses of gelatinous flesh that can shift the coloration of their epidermal cells to either blend into the background or make themselves stand out. They can communicate by expressing their thoughts and emotions in colors and shapes directly on their skin. Cephalons have tentacles radiating from their central mass which grow longer and more numerous as they age. These are used for locomotion as well as forming their neural link with the host body. Cephalons can stretch and squeeze their almost-liquid bodies through impossibly small openings. They have 3 ocular orbs surrounding a central oral siphon and tympanic receptor on the top of their body. When they inhabit a host, they receive all of the information through the host's sensory organs.

Benefits: Escape Artist, Regeneration (These Improvements pass on to the Cephalon's host organism while the Cephalon resides in them.)

Drawback: Cephalons are considered criminals for merely existing and are executed on sight in many sectors of the known galaxies. A dead Cephalon is worth between 50,000 and 100,000 credits. A living one can be worth twice that, especially if they are wanted for possessing previous hosts.

Additional Questions:

- **Individual:** What happened the last time you were outside of a host—to you and to the host? How long were you out?
- **Individual:** What species are you currently residing in and does the rest of the party know that your host is being controlled by you?

Suggested Improvements: Gross, Hive Mind, Intuitive, Nerves of Steel, Scanner, Trouble Maker

Suggested Tropes: Diplomat, Missionary, Captain, Exiled Royalty, Explorer, Hitchhiker, Lone Survivor, Merc, Traveling Celebrity

Common Surnames: Ch'zz, Fl'rrz, J'rrzz, Mu'flzz, T'utzz, Ut-N'zz

CHIMAVEN

Designed by Luke Muench

Once the proud owners of the sky, the Chimaven were, for a time, enslaved by the Ananos. During this time many, if not all, Chimaven had their wings clipped to prevent escape, and some unethical genetic testing resulted in the race becoming flightless.

Since then, the Chimaven have been freed from their captors by the Galactic Laws, which forbid slavery of any kind. Many search for ways to artificially retain their flight, whether it be hiring the Throggofel to create new wings for them, building and tinkering with various jetpacks, or training tirelessly to be the best pilots in the sky. Without a home planet to call their own, these nomads move frequently from place to place, some finding refuge in mercenary bands or within the bounty hunter community. Feeling like they are looked down on by others, they maintain an air of strength, bristling at the very suggestion that they can't do just as much as, if not more than, anyone else.

Appearance: Bird-like in nature, most Chimaven grow to be a little over 5 feet tall in adulthood. Their feathers range in color but are often darker, richer shades, from raven black to cardinal red. Claws are hidden amidst their long-reaching wings, allowing them to work fine machinery, though some prune their wings to allow for more precise control. They have long, spindly legs that make up most of their height, although there are those who have opted to graft rocket boots to their feet instead, allowing them to take flight at a moment's notice.

Bonuses: +1 Flight, Flight Improvement (always through technological means)

Drawback: Being a proud species, a Chimaven will not back down from a fight if they are directly challenged or insulted. They will only run if they are in mortal danger.

Additional Questions:

- **Individual:** What activity gets your heart pumping the fastest?
- **Individual:** Has your pride in your people ever gotten you into/out of a sticky situation?

Suggested Tropes: Dreamer, Explorer, Flyboy, Hitchhiker

Suggested Improvements: High Flier, Hot Shot Pilot, Intergalactically Beloved, Interspecies Allure, Intuitive, Overachiever

Common Surnames: Echo, Grick, La'ato, Rorrin, Seng, Thrun

This insectoid species from the Cimex system of planets usually serves the collective good of their species above all else. Much of their motivation to be part of The Collective comes from the hive mind that the cimexeans share while on a planet in the system (or near another Cimexean). While on planet, the Cimexeans regularly receive commands from their Hiveleader, who lives near the core of whatever sandy planet within the Cimex system they inhabit. These commands, intended to convey each Cimexean's job to them, will function as a strong urge that will bother them until completed. Almost invariably, these commands are something to contribute to the greater good of the society and will only threaten the well-being of another Cimexean in the most dire circumstances. Any Hiveleaders found to be issuing improper commands may find their connection to the hive mind permanently severed and find themselves exiled from the Cimex system.

Some Cimexeans, especially after having a particularly onerous or distasteful task commanded of them, willingly leave the system to get away from the hive mind. There is little ill will borne toward those who leave Cimexean society. Every member of The Collective has thought seriously about leaving, but most believe that the benefits outweigh the costs.

Appearance: Cimexeans are insectoid creatures that look like a human-sized cross between an ant and grasshopper. They have between four and eight eyes—but always an even number.

Bonuses: +1 to Brawn; Hive Mind Improvement (2 IP version)

Drawback: If issued a command by a Hiveleader, they must make a Grit check of 10 (may be a Planned Action) in order to refuse.

Additional Question:

- **Individual:** How do you feel about the rest of your species being able to hear all of your thoughts?

Suggested Improvements: Hot Shot Pilot, Blaster Master, Escape Artist, High Flier, Nerves of Steel, Protector, Scanner, Tough

Suggested Tropes: Exiled Royalty, Explorer, Flyboy, Medic, Merc, Missionary, Newbie, Scholar, Soldier

Common Surnames: Bth'nk, Ch'tin, Li'thok, St'tin, Th'nax, Zz'plex

CUMULUSAREANS

Designed by Kent Blue

Cumulusareans spend much of their time floating a few kilometers above the ground of their home world while observing the landscape below them. They are fully capable of moving on their own but choose to reserve energy by floating within air currents. When they need to replenish energy, a Cumulusarean will drift toward the surface where they will envelop rocks, plants, earth, and water within their bodies and absorb nutrients. Cumulusarean culture is built on honoring that which helps sustain them. After absorbing nutrients from a source, a Cumulusarean will take what remains and create a beautiful piece of art. Through a process of contracting and solidifying portions of the liquid droplets that make up their bodies, the Cumulusarean will reshape the materials often fusing them together in intricate patterns.

Cumulusareans will stop to admire and appreciate each other's art. However, as a species they value each other's artistic vision and will never alter another's work. While it is not common, some Cumulusareans have been known to gather in groups of half a dozen members to create larger works of art.

Appearance: Cumulusareans resemble a small, light pink cloud. They generally are between 7-8 cubic feet in size and their shape is influenced by their mood. Their resting shape is similar to that of a fluffy cloud floating by. When distressed, Cumulusareans pull their forms into a tight sphere. If threatened in some way, they will pull together tight enough to solidify into a nearly unbreakable ball about 2 feet in circumference.

Note: Cumulusareans can communicate telepathically with each other over a short distance (less than 100 feet) but need to partially envelope a member of another species before attempting telepathic communication.

Bonuses: +1 Flight (they can exert great energy to propel themselves swiftly); Hive Mind Improvement (2 IP)

Drawback: Cumulusareans are very susceptible to intense heat which can evaporate the liquid droplets that make up their form. Any heat-based attacks (including lasers) against them get a +3 bonus.

Additional Question:

- **Individual:** What do you consider the greatest piece of art you created? What was it made from?

Suggested Tropes: Do-Gooder, Dreamer, Explorer, Flyboy, Lone Survivor, Scholar

Suggested Improvements: High Flier, Intergalactically Beloved, Regeneration, Skywalker, Stealthy

Common Surnames: Altumin, Cirrule, Cumulaar, Nimbothul, Straterra, Stratopher

A psionic race from the planet Espius, their existence remained shielded from the rest of the galaxy through the Espereans' considerable collective psychic abilities. However, when Skitchlings arrived to colonize the planet, the Espereans revealed themselves, brokering a deal with that species to get them to leave peacefully. Since then, Espereans have peacefully co-existed with the rest of the galaxy, mostly welcoming visitors and strongly favoring intergalactic treaties over war. They have managed to avoid any kind of direct physical conflict, a strong source of pride for their species.

Within their own species, a strong source of identity is the art that Espereans create: interactive, personalized experiences that allow one Esperean to convey their lived experience to another through things similar to what humans would call "dreams"—but far more complex and open-ended. Few if anyone outside of their species are able to experience their art at all, and those who have tried have left unsettled by the strength of the emotional experience. Some Espereans who spend more time with other species have toyed with creating art for those they travel with—but with limited success, at least so far.

Those who do travel the cosmos generally fall into two camps: those who find themselves ultimately demoralized by the violence they encounter and those who find themselves energized and even more committed to forging intergalactic peace.

Appearance: Quadrupedal, pallid, and frail, Espereans have large, bulbous heads that pulse as they use their psionic abilities. Careful observers may notice their "augmentation gland" moving under their skin from one region of their brain to another as they think hard about something.

Bonuses: +1 to Brains; Escape Artist Improvement; Intergalactically Beloved Improvement.

Drawback: Espereans are so non-confrontational that all Fight and physically-based Grit checks are made at -1.

Additional Question:

- **Individual:** What's the most upsetting fight you've ever witnessed?

Suggested Improvements: Escape Artist, Hive Mind, Goody Two-Shoes, Nerves of Steel, Saboteur, Scanner

Suggested Tropes: Diplomat, Do-Gooder, Dreamer, Exiled Royalty, Missionary, Scholar, Traveling Celebrity

Common Surnames: Ethelm, Flortha, Hushler, Rysalea, Surthenia, Vale

After a tremendous cataclysm on their planet that exterminated all but a handful of the human life, the few living scientists developed an extreme measure to preserve life: reanimating the corpses of their deceased planetmates. Now calling themselves Frigoreans, they keep themselves alive through this scientific achievement, called "rejuvenation". (The process is painful—but it beats the alternative.) Having learned from the error of their ways that led them to the cataclysm, in all aspects of Frigorean society, all citizens are considered equal.

Frigoreans are also welcoming of other species who wish to become Frigoreans, though there are a series of tests that would-be Frigoreans must go through to prove the purity of their intent, including a psychic investigation by Frigorean psionics. Such "converts" as they're called are rarely reanimated directly; rather, they're used for body parts needed to restore badly damaged Frigoreans during the restoration process.

Appearance: Other than Hybrids, Frigoreans appear somewhere along the spectrum of a human with a slightly more pallid skin tone to stitched together humans with clearly different body parts, sometimes even from other species.

Bonus: If a Frigorean "dies", they can be rejuvenated within a month and restored to life, though they will lose 3 IP worth of Improvements. If they do not have 3 IP worth of Improvement to lose, they will permanently die.

Drawback: At least once a year, each Frigorean must undergo the rejuvenation process or become catatonic. If they do not receive the rejuvenation process within a month of becoming catatonic, they will permanently die. This annual process does not cost them any Improvements. (Note: For one-off campaigns, the GM and player should agree on a drawback that will impact them in the short term.)

Note: If a Hybrid is half Frigorean, that Hybrid has both the Bonus and the Drawback from Frigoreans and nothing from their other species.

Additional Question:

- **Individual:** What was your last "death" like? What did you lose?

Suggested Improvements: Goody Two-Shoes, Gross, Intuitive, Hive Mind, Nerves of Steel

Suggested Tropes: Dreamer, Engineer, Experiment, Lone Survivor, Medic, Tech Wizard

Common Surnames: Brown, Garcia, Huang, Li, Patel, Smith

When colonists arrived on Herbexon, they initially thought it was simply a planet covered in a thick, lush rainforest, which they aimed to cultivate. As they took a blade to the first "tree", though, they discovered that most of the plants on the planet were actually sentient creatures. The Herbaceans, nearly indestructible when working collectively on their home planet, easily repelled the explorers, who fled. But when Quillarians arrived seeking refuge from the Proeleans' relentless attacks, Herbaceans immediately took a liking to them, especially because they create more carbon dioxide for the plant-based species to breathe.

Collective by nature, Herbaceans cluster into self-selected "groves" of four to seven partners (though some groves have been as large as twelve) whose roots intertwine as the start of the reproductive process. Once Herbaceans join a grove, they are unlikely to ever separate, especially since remaining in a grove prolongs the Herbaceans' lives exponentially. As members of the grove die, the other members of the grove reabsorb their loved one through a ritual of deep mourning that lasts approximately one year.

Appearance: Herbaceans can take the form of any plant, though they nearly universally get larger as they age. Adolescent Herbaceans are roughly the size of humans, though they grow by about a foot each year—unless they are willingly (and quite painfully) pruned.

Bonuses: Regeneration

Drawback: -1 Flight

Additional Question:

- **Individual:** What's the most damage you've regenerated from?

Suggested Improvements: Hive Mind, Intuitive, Loyal Crewmate, Lucky, Protector, Tough

Suggested Tropes: Dreamer, Exiled Royalty, Explorer, Hitchhiker, Lone Survivor, Medic

Common Surnames: Brightleaf, Highreach, Ironbark, Manylimb, Strongroot, Tenderbranch

Generally the vanilla of the universe, humans find themselves at at least one extreme: they are, far and away, the most restless of the species in the known universe. Always needing to be going somewhere strange, doing something differently, or finding something new, humans quickly developed a reputation for never wanting to stay on one planet—or even in one solar system.

Humans are generally less concerned with the feasibility of, or safety of, an idea and more concerned with trying it and seeing. For many species, this is something admirable. It has allowed them, despite their incredible averageness, to accomplish great and unlikely things. For others, who count the lives lost in these pursuits, this is something incomprehensibly idiotic. Humans, they reason, could just be patient or let someone else explain things to them. But, as humans often say, where's the fun in that?

Appearance: Depending on how far in the future your game takes place, the species may be at any evolutionary point. Generally, the further in the future the species is, the more homogeneous it will appear in terms of elements that we believe distinguish us, like race, gender, or ethnicity. As time goes on, humans will also likely get taller and healthier as science advances, though that is certainly not necessary if your campaign wants to take a different direction.

Bonuses: +1 to Fight; Lucky Improvement

Drawback: Humans are, by nature, restless. In order to spend more than a week not adventuring, they must make a Grit check of 11 each week or insist that the crew get moving again. If the crew refuses, the human will set out on their own.

Additional Questions:

- **Collaborative:** How long have humans been space-faring when compared to other species they meet in their travels?
- **Individual:** When has your restlessness gotten you into trouble?

Suggested Improvements: Hot Shot Pilot, Blaster Master, Trouble Maker, Resistance Fighter, Saboteur, Treasure Hunter, Utility Belt

Suggested Tropes: Captain, Explorer, Face, Flyboy, Hitchhiker, Scoundrel, Ship Born

Common Surnames: Brown, Garcia, Huang, Li, Patel, Smith

These gelatinous denizens of Flooblar Prime have spread around the cosmos, peacefully sharing planets with other species. They consume organic matter by absorbing it, then excreting a small pellet of concentrated fuel daily. A standard-sized pellet sells for 100 Credits and contains enough energy to power a five-person spaceship for a day. Consequently, and because they're just generally really nice, Informeans are usually welcome wherever they go.

Usually. Some more cynical beings think their friendliness is just a defense mechanism, or, worse, a ruse. These suspicious folk will point to the Informeans' ability to consume literally any organic matter and wonder what their plans are for the known universe. Of course, they say, Informeans categorically deny these suspicions...but of course they would. No one has found any hard evidence of a vast Informean conspiracy...but of course it wouldn't be a good vast conspiracy if they didn't cover their tracks so well. Beyond a small fringe, though, no one takes these rumors seriously.

Appearance: They are shapeless blobs of any color that, if not constrained, take on a semi-spherical shape. Older Informeans are more opaque, while younger members of the species are born completely transparent. They are roughly three cubic feet in volume. Through force of will (Grit check of 4 or higher, cumulative per minute), Informeans can temporarily take on other shapes.

Bonuses: Each day, a well-fed Informean produces a pellet with enough energy to power a five-person spaceship for a day.

Drawback: If they are not fed, Informeans will calcify, which, after nine days, is fatal. Each day that an Informean does not eat gives them a cumulative -1 to all of their Stat checks other than Grit.

Additional Question:

- **Individual:** What's the strangest organic thing you've ever consumed?

Suggested Improvements: Escape Artist, Gross, Intergalactically Beloved, Regeneration, Stealthy

Suggested Tropes: Do-Gooder, Dreamer, Exiled Royalty, Profiteer, Scoundrel, Travelling Celebrit

Common Surnames: Floooob, Guulbar, Loooth, Sploooch, Thwooo, Vruumnaa

Prior to encountering other species, Loricatoreans lived happily on their small, remote planet, tinkering with machines and cultivating their already prodigious knowledge. As they met other species, all of whom were much bigger than them, they developed something of an inferiority complex. Though respected for their intellects and scientific achievements, the Loricatoreans felt looked down upon—both literally and figuratively. To compensate, when traveling off Loricatori, they don mechanical suits (functionally identical to Androids) that they control from safely within the suit. These suits take the form of whatever species that specific Loricatorean admires for their physical stature.

Loricatoreans tend to be quite matter-of-fact and generally view art as a waste of time. This is not to say that they do not make aesthetic considerations: mates often select their partners based on the length and elegance of their fingers. Their mechanical creations, though almost completely utilitarian, are often remarkably refined. However, it is exceptionally rare to find Loricatoreans who call themselves artists.

Appearance: Locicatoreans appear to be miniaturized humanoids with disproportionately large heads and necks, wide-set eyes. Their fingers are longer than you'd expect for their other proportions, an evolutionary development as mates selected each other for their skill at working with machines.

Bonuses: +1 to Brains; Skilled at Creating and Repairing Technology Improvement; +1 to two non-Brains stats while in their suit

Drawback: Outside of their suit, because of their size, Loricatoreans have d4 for Brawn, Grit, Fight, and Flight for all physically based checks. Their suits also require a power source; if drawing directly from the ship, increase the Heat Meter by 1 each day the Loricatorean charges their suit for the following day.

Additional Questions:

- **Individual:** Describe your suit. (What does it look like? How do you power it?)
- **Individual:** What does it feel like to be outside of your suit?

Suggested Improvements: Cyberware Hacker, Escape Artist, Hot Shot Pilot, Resistance Fighter, Saboteur, Scanner, Skywalker, Treasure Hunter, Utility Belt

Suggested Tropes: Engineer, Exiled Royalty, Explorer, Flyboy, Merc, Profiteer, Scoundrel, Tech Wizard, Traveling Celebrity

Common Surnames: Broadeyes, Fastmind, Lighthands, Keenmind, Metalforger, Nimblehands

MYSTARIANS

Designed by Kristin Devine

In the universe, many species believe in a mystical force that holds the universe together. As species interacted, they came to call this force The Bind, and those who can access it can use it to do amazing things. There are currently no mechanical implications of The Bind for players; it is meant only as a narrative element.

Mystarians are said to be born of The Bind, possessing a connection to it unlike any other. Mystarians live in flocks on hidden shrines built into asteroid belts, nearly impossible to find. Most remain in their shrines and do not seek contact with outside worlds. Their healing abilities are highly sought after. Mystarian culture is one of peace. They live long lives and seek enlightenment. Most Mystarians are extremely independent and not interested in finding a mate for life.

Appearance: Mystarians are flightless, avian humanoids standing between 6 and 7 feet tall. Their muscular bodies are dark skinned, covered in feathers of red and blue hues. Their large, round eyes are solid black. Their hollow bones make them deceptively light.

Bonuses: Spend 1 AT to see a brief, confusing glimpse of the future, it's accuracy being up to the GM. Spend 2 AT to heal wounds of another willing or unconscious creature as though they used Regeneration for 2 AT.

Drawback: -2 to Charm when interacting with any species other than their own

Additional Question:

- **Individual:** What could drive you to harm, or allow other to harm, another living being, and has that ever come to pass?

Suggested Tropes: Dreamer, Medic, Scholar, Face, Missionary, Newbie

Suggested Improvements: Escape Artist, Hive Mind, Intuitive, Nerves of Steel, Regeneration, Skywalker, Spirited Motivator

Common Surnames: Mystarians have three names. One for their temple, one for their mother and one for themselves. If playing a Mystarian named Sha'Reen'Til, you'd be of the Sha temple, your mother, Reen, named you Til.

Common Temple Names: TTemple Yueider; Temple Talosprey; Temple LeiDunlin; Temple Urzturnstone; Temple Jazteala; Temple Talnianight; Temple RaleeGrey; Temple Yengrey

While there is an intergalactic ban on experimenting on creatures below a certain intellect, some ne'er-do-wells ignore this ban, especially when they think these creations can make them money in the weapons trade. Some of these experiments have resulted in giving such animals human-like qualities, often enhanced to human levels. These "Neozos" rarely want to stay with their creator and often find themselves wandering the stars in search of others like them, the few who understand the pain of their creation.

Because of the illegality of their creation, Neozos are typically created to fill illegal, dangerous, and violent roles. Some relish these roles, feeling that unlike many species who slowly evolved haphazardly to fit into an environment, Neozo were created deliberately and carefully to fulfill a role. Others wish to buck their creators' intentions and find their own way, going in the precise opposite direction. Others still find their own other path, feeling that taking either of these polar directions removes their agency, which Neozo tend to value above all else.

Appearance: Neozos look like the animals from which they were created, though often with small indications of their cybernetic enhancements. Neozos are also more likely to be bipedal than their original species, though they are not necessarily so.

Bonuses: +1 to Fight; Intuitive Improvement; Treasure Hunter Improvement

Drawback: Because Neozos are illegal creations, many planets have an outright ban on their presence. Neozos who find themselves on such a planet are likely to be questioned by the intergalactic police force so that their creator can be brought to justice—then the Neozo will be escorted off planet.

Additional Questions:

- **Individual:** What animal do you most resemble?
- **Individual:** What was your creation process like, and what is your relationship with your creator?

Suggested Improvements: Blaster Master, Cyberware Hacker, Escape Artist, Hot Shot Pilot, Trouble Maker, Saboteur, Stealthy

Suggested Tropes: Experiment, Explorer, Flyboy, Lone Survivor, Merc, Newbie, Scoundrel, Ship Born, Soldier

Common Surnames: A Neozo's last name is almost always the name of the species of animal from which they were created.

PANTHEROS

Designed by Ian Moss

When the universe began, the Pantheros were there. As the universe expanded, so did the Pantheros. They watched and guided civilizations, being worshipped as deities by those they helped. Eventually, these civilizations were lost to time, and the gods they worshipped were left to wander the cosmos looking for new homes. Some planets were less than hospitable to the ancient ones and through torture and experimentation discovered the incredible energy the species is capable of generating. Harnessing this energy unlocked the secrets of interdimensional travel and the Pantheros became an energy source for ships to cross great distances in an instant.

The Pantheros survive by living a life on the run, protecting their young from the forces that hunt them. Young Pantheros are not allowed contact outside their species but are told grand stories of the a time when their kind were worshipped and all powerful.

Appearance: A Pantheros's appearance is as varied as the planets they inhabit, as each ancient being took on many of the characteristics of their homeworlds. The eldest Pantheros all share one characteristic that makes them the easiest prey: they are each over 20 feet tall. As a Pantheros ages, they increase in size until they are taller than most structures. Young Pantheros (50-300 years old) resemble their immediate parentage in terms of appearance, but are 7 feet tall on average. Few know of the existence of Young Pantheros, so they are usually mistaken for another similar-looking species if they are ever seen by the public.

Bonus: By doubling their food intake for the day, a Pantheros can generate enough energy to fuel a small ship.

Drawback: Upon being recognized as a Pantheros, the character will become an immediate target for those who would try to use their energy to power a ship. They will be aggressively pursued. Pantheros, after all, fetch a high, high price on the interstellar market.

Additional Questions:

- **Individual:** What species do you claim to be or get confused for?
- **Individual:** What pushed you to leave the Pantheros safe haven?
- **Individual:** How many of your crew know your true identity?

Suggested Improvements: High Flier, Intuitive, Saboteur, Scanner, Skywalker

Suggested Tropes: Do-Gooder, Dreamer, Experiment, Hitchhiker, Lone Survivor

Common Surnames: A Pantheros's last name is an honorific description of an ancestor's great feat, like "the Bringer of Great Light" or "the Shifter of Tides".

Hailing from the war-ravaged planet of Proeleax, the Proeleans were on the verge of extinction from their constant wars when they discovered they were not alone in the universe. This was a good thing for their species—but much less so for the rest of the galaxy. They immediately established a tense-yet-enduring peace between members of their species and set out to dominate the rest of the cosmos. Because they understand themselves to be a threat to all other species, they see other species as a threat to them. Proeleans are unlikely to be part of an intergalactic or interspecies alliances unless there's a greater threat that they need to fight back.

However, in the distant future, when Proeleans have interacted with other species and found their ways of peace somewhat appealing, it's certainly possible that more progressive Proeleans have pushed their species to become part of an intergalactic treaty. It is also certainly possible that there is current tension among the species with different factions wanting wildly different things from the universe, from peaceful accord to total submission. Because of their history, many species have an immediate distrust of Proleans, even if they have tried to change their ways.

Appearance: Humanoid in appearance, Proleans have seven eyes forming a ring around their head, making them incredibly perceptive and incredibly difficult to surprise in combat.

Bonuses: +1 to Fight; Blaster Master Improvement

Drawback: Proleans find it difficult to be insulted without resorting to physical violence. A slighted Prolean must succeed on a difficulty 6 Grit check to avoid physically attacking someone who insults them. If they are entering a situation where they know their dignity might be threatened, they can brace themselves and treat such checks as Planned Actions.

Additional Question(s)

- **Individual:** What is the story of how you got your current last name?
- **Individual:** What's the most traumatic loss you've ever suffered in combat?

Suggested Improvements: Hot Shot Pilot, High Flier, Protector, Resistance Fighter, Stealthy, Tough, Trouble Maker

Suggested Tropes: Captain, Exiled Royalty, Merc, Scoundrel, Soldier

Common Surnames: Proleans take the last name of the most fearsome enemy that they kill in battle. It is common for Proleans to go through many surnames in their lives.

Secretive and tricksy by nature, little is known about Pugnarean history, even by most Pugnareans. They are, both physically and socially, endlessly adaptable. As their society currently stands, they are a technologically-advanced species—though non-Pugnareans aptly make the case that all of this technology is a replica of other known species' technologies. They are slow to trust and slower to form lasting attachments, and their ability to change shape at will makes them more likely to impersonate a loved one than to become a loved one.

Because of this, Pugnareans tend to gravitate toward fields where they can spy on others without arousing suspicion. Younger Pugnareans will often take jobs in the service sectors where they can start to accumulate knowledge. As they age, they'll sometimes shift into professions that are overtly espionage related, and they'll often play both sides to get as much information as possible.

Other Pugnareans, though, find this endless pursuit of miscellaneous information pointless. They are more interested in cultivating an understanding of Pugnarean history, which they strive to do by finding primary documents from their past and decoding what they believe to be a complex system of meaning within the half-truths and outright lies that reveals the true history of their species.

Appearance: Their base form is a blob of fleshy goop. Around the age of two they start to take other shapes, usually taking a form somewhere between their two parents' most common forms. This form is what they usually consider their "real" appearance and will revert to this form if forced to do so by tremendous injury, coercion, or the like.

Bonus: Shapeshifting Improvement

Drawback: Pugnareans are universally distrusted. When a Pugnarean attempts a Charm check against someone who knows that the character is a Pugnarean, that Charm check is at a -3 penalty.

Additional Questions:

- **Individual:** How does it feel to be distrusted by most people in the universe?
- **Individual:** What form do you typically take?

Suggested Improvements: Cyberware Hacker, Escape Artist, Gross, Intuitive, Treasure Hunter, Trouble Maker

Suggested Tropes: Exiled Royalty, Hitchhiker, Missionary, Newbie, Profiteer, Scoundrel, Ship Born

Common Surnames: Delph, Grix, Lilf, Smem, Tring, Zapf

QUILLARIANS

Designed by Tim Devine

Refugees from their homeworld, Quillarians are brilliant, bio-organic engineers, who use The Bind (a mystic force seeming to link the universe together) to reconstruct the genetic code of living creatures. They used their abilities to heal dying ecosystems and create organic constructs, some capable of space travel. When Prolareans discovered their homeworld, they forced them to construct organic weapons of mass destruction. The Quillarians sacrificed themselves to prevent the Proeleans from possessing such devastating power. Knowing their time was up, they sent a single organic starship with a small population to rebuild their species elsewhere. For years the ship drifted through space until it landed on Herbexon, immediately, bonding with its ecosystem. Their ship was transformed into their new citadel, and a new Quillarian civilization was formed. Their culture is rooted in pacifism and they share a connection with The Bind (see Mystarians on page 90 for more on The Bind), which they refer to as the "One Heart". When healing or repairing another living organism, they appear as if they are hugging it. Their healing hugs give them the nickname "Fuzzy Hug Monsters."

Appearance: Quillarians are a tiny, bipedal hedgehog-like species. Their average lifespan is around 200 years, reaching adulthood around 20. They stand between 6 and 12 inches tall, dress in simply woven natural fibers, and have round, hopeful eyes. They are furry, ranging in color from light tans and greys to dark browns and reds, with long quills. They can tuck themselves into tight, spiky balls as a natural defense. Culturally gender fluid, Quillarians demonstrate individuality by styling their quills in unique ways and colors. They are warm and inviting, optimistic almost to a fault.

Bonuses: Organic Engineers (+3 when healing or constructing organic lifeforms and bio-technology); Bio-Utility Belt (identical to Utility Belt Improvement, allowing them to construct organic tools)

Drawback: Because they are pacifists, they get -2 to all Fight checks. They are only willing to harm living creatures in the direst of circumstances.

Additional Question:

- **Individual:** What could drive you to harm another living being?

Suggested Tropes: Do-Gooder; Engineer; Hitchhiker; Medic; Newbie; Scholar

Suggested Improvements: Escape Artist; Goody Two-Shoes; Intuitive; Loyal Crewmate; Lucky; Regeneration; Spirited Motivator

Common Surnames: Instead of individual family names, they view all Quillarians as family. Quillarians typically have a name and a nickname. The former given at birth and the latter chosen by the individual during their teenage years.

RASKOG

Designed by Banana Chan

A silent ancient species communicating only through touch, the Raskog have a conscious state of five months before falling into a Deep Slumber for ten years. They have a lifespan of centuries, but their bodies freeze in place when their biological clock ticks to noon in the fourth month of their calendar year. The Raskog are carnivores, spending their immediate waking moments feeding on nearby animal life. There have been no recorded accounts of cannibalism thus far. Once the ravenous instincts have left them, they communicate with one another and return to their activities from before the slumber. Given that the Raskog has fed and has prepared for their decade-long slumber properly, they are intelligent and cunning. Their written language is complex, and their city centers stagger miles above ground, made from an unbreakable transparent material.

Appearance: When sleeping, the Raskog stand tall, in mid-action. Flowers and vines curl and grow around their bodies. Their skin reflects against the light of day and melts into the darkness of night, mirroring the movements of the sky. Mildew, cobwebs and moss burgeon freely over their stillness. At the end of the decade, the Raskog break from their tomb of nature, revealing the glass hull underneath. They move fast, devouring whatever flesh closest to them.

Bonuses: +1 to Brains, Hive Mind Improvement (2 IP)

Drawback: Raskog are a myth to most other species across the galaxies, a horror story that parents tell their children to scare them at night. Due to their inability to communicate emotion through speech and their facial expressions are restricted to being featureless, they have a d4 for Charm. If their Trope already gives them a d4 in Charm, they are considered to always roll a 1 for their Charm checks, though spending AT may increase this value.

Additional Questions:

- **Individual:** Do others know of the Deep Slumber?
- **Individual:** Do you feel guilt from the last time you fed? What or who did you feed on?

Suggested Improvements: Escape Artist, Gross, Intuitive, Nerves of Steel, Regeneration, Saboteur, Stealthy

Suggested Tropes: Tech Wizard, Traveling Celebrity, Scholar, Hitchhiker

Common Names:
Each Raskog only has one name (no surname). They also use touch or writing to communicate their names. Some common names are Ingolf (using touch, draw a star on the palm of your hand) and Ypperlig (using touch, draw a circle on the palm of your hand).

REPTILNAE

Designed by Morgan Nuncio

Natives of Uruvuela, a planet full of rich jungles and humid climates, Reptilnae have their cities from brambles and roots to the tops of the trees. To outsiders, these cities can be easily passed by, as they blend into the natural environment. Like their hometowns, the Reptilnae can also blend and camouflage into the surroundings around them, making it easier for them to sneak around their unknown cities. The Reptilnae who adventure out tend to get hired on pretty quickly as either scouts, explorers, and spies, or they can tend to roam the worlds on their own, stealing their way onto the next ship. Reptilnae are welcomed cautiously into cities, but are always given a wary eye until their intentions are shown.

Appearance: Standing on the hind legs, Reptilnae stand about 3 to 5 feet tall, with their two fingers, ever-changing skin, and eyes on conical turrets that can rotate 360 degrees, much like Earth's chameleons. Their tails, which they rarely fully extend, are about 3 feet long and completely prehensile. They walk mainly on their hind legs for social purposes but will go down to all fours to move more quickly and easily. Their limbs are long and thin, and they have long tongues...if they ever dare to unravel it in mixed company.

Bonuses: +1 Flight, Regeneration Improvement

Drawback: Because of how thin and fragile their limbs are, if they are successfully hit with an attack, add 1 to the severity of an attack. (For example, if an attack succeeds against them by 4, treat it as though it had succeeded by 5.)

Additional Questions:

- **Individual:** Have you lost a limb before? How?
- **Individual:** What was that one time that caused you the most trouble by just being simply who you are?

Suggested Improvements: Escape Artist, Intuitive, Lucky, Stealthy, Trouble Maker

Suggested Tropes: Explorer, Hitchhiker, Lone Survivor, Scoundrel

Common Surnames: Adriarosa, Ichthy, Pumil, Raphaus

SKITCHLINGS

Designed by Luke Muench

Being mouthless, the Skitchlings are seen by some as tools for murder, theft, and other malicious tasks. Some embrace this, taking on jobs as assassins. Their ability to contort their bodies to fit in tight spaces or to horrify onlookers comes at the cost of breaking their own bones. Through practice, they can learn to heal quickly from these self-inflicted wounds. Some Skitchlings are known to break their bones through their skin, using them as weapons in hand-to-hand combat. Others stalk their prey from a distance, contorting themselves in horrifying ways to unnerve their enemies.

Many Skitchlings fight against this stereotype, wanting to be better heard and understood. They are fluent in sign language and they have the technology to translate sign language into words; a speaker is attached at the wrist with straps wrapping around each finger to feel the movements of their hands. Perhaps their most effective way of being understood is through dance. Skitchlings are some of the most beautiful dancers in the galaxy.

Appearance: Skitchlings have smooth gray skin; many shave all hairs from their body regularly to preserve their precise motions. They are naturally tall and spindly, though they can change their stature as they see fit, breaking their bones to find their own "forms" as they age. They have 4 limbs, all of which end with hands, allowing them to quickly and efficiently move on all fours if desired. Their finger strength and dexterity is high if they work at it, allowing them to skitter quietly on their fingertips. Their heads are abnormally small, leading to some slur about their supposed "lack of intelligence" due to this. Their eyes reside roughly where most creatures cheeks would be, providing them with strong peripheral vision. Their nostrils are two slits along the sides of their necks, and their ears are four holes, two on each side of their head.

Bonus: +3 to all attempts to move stealthily; they can also contort to reach otherwise difficult locations or to cause fear

Drawback: -1 to Fight while bones are healing from self-inflicted/contortionist wounds, -3 to checks that involve team-based activities, such as a coordinated attack.

Additional Questions:

- **Individual:** How do you feel about your communication restrictions?
- **Individual:** What's your favorite physical motion/position to present?

Suggested Tropes: Dreamer, Merc, Newbie, Scoundrel

Suggested Improvements: Escape Artist, Gross, Trouble Maker, Stealthy

Common Surnames: Chim, Seath, Sheenia, Thnnk, Whish

A proud, intelligent race from the depths of space, Solemneans have been exploring the galaxy for longer than most other species. Their culture values reason over emotion, so across the galaxy they have come to be nicknamed "The Serious Ones"—a phrase used both affectionately and derisively. They embrace this epithet, considering it a badge of honor for their efforts to become more logical. Indeed, most Sollemneans undergo neural alterations that increase their intelligence by deadening their emotions.

Because of their analytic, aloof natures, they often take great interest in highly emotional species, which they believe to be every species other than themselves. To find out more about them, they will often travel with others and take copious notes. A Sollemnean's journal is often, when read by another species, a strange thing to behold, filled with speculations and explanations of a logical order to emotional responses when there may not be one.

A small subset of Sollemneans find that their fascination with understanding emotions leads to their desire to experience them for themselves. Such Sollemneans often seek out Espereans in an attempt to experience their art firsthand. Such experiences usually leave Sollemneans with more questions than answers, a state of affairs in which they often find great joy.

Appearance: They are generally humanoid in appearance, though their skin is slightly bluer and their features generally more gaunt. They have keen, grey eyes and three long fingers and a thumb on each hand. They are calm in demeanor and generally elegantly dressed, though in social interactions, most species consider them aloof.

Benefit: +2 Brains

Drawback: -1 Charm

Additional Questions:

- **Individual:** What is your reason for valuing reason over emotion?
- **Individual:** How do you feel about species that are, from your perspective, highly emotional?

Suggested Improvements: Intuitive, Goody Two-Shoes, Nerves of Steel, Loyal Crewmate, Scanner, Tough, Utility Belt

Suggested Tropes: Diplomat, Do-Gooder, Engineer, Face, Medic, Missionary, Scholar, Tech Wizard

Common Surnames: Drezfal, Intahm, Krex, Operstil, Talos, Woychar

SQUILLIANS

Designed by Alex Tully

Delicious according to horrific, historic record, the Squllians are a sentient species of creatures that were created, bred, harvested, and consumed as a delicacy for a much larger and decadent species only known to them as 'The Maw'. The Maw's consumptive lifestyles eventually led to their own extinction, having devoured the majority of the resources on their home planet of Alcyon. This left their food (the Squillians) the space to learn, thrive, and grow. Ever weary of becoming a culinary delight for other lifeforms, they have only now, generations later, started reaching out into the black. While they are saddled with instincts implanted in them by their creators that make them fearful of others, their molts are extremely palatable and are often presented as rare, edible gifts to those they trust the most.

Appearance: Squillians look like five-foot tall bipedal shrimp. Their exoskeleton is clear, with the exception of two bright lines that trail vertically from their eyestalks, down their backs, and fan out at the tail. The color of these stripes change depending upon whatever emotion they felt the strongest before their last molt and will remain that color until their next. They molt every three months and, for one week after the molt, their flesh is extremely soft and vulnerable.

Bonuses: +1 Charm; Loyal Crewmate Improvement

Drawback: Because they were bred to instinctively freeze up when in the presence of larger creatures they believe mean them harm, before making a Flight check to flee such a creature, they must make a successful Grit check of 5. This check must be a Snap Decision.

Additional Question:

- **Individual:** Who was the last person to whom you gave a molt? What had they done to earn it?

Suggested Improvements: Escape Artist, Gross, Intergalactically Beloved, Resistance Fighter

Suggested Tropes: Do-Gooder, Dreamer, Exiled Royalty, Face, Hitchhiker, Newbie, Ship Born

Common Surnames: As a food source, naming conventions were never something that the Squillians had to consider. Instead they referred to themselves and each other by the color (or colors) of the stripes down their back. As such, their name would change with each molt. Eg. a Squillian might be born as 'Alabaster Maroon', but a few cycles later just go simply by 'Aubergine', 'Peppermint', or 'Two-Different-Reds'.

Hailing from the planet of Therina, these large quadrupeds live in tribes of ten to fifteen. Therinians are nomadic by nature, and though they are intelligent, they usually have little interest in technology or exploring the universe beyond Therinia. Each tribe has a region of the planet that they inhabit and use for hunting. They regularly visit each other, especially during seasonal festivals, where tribes are reorganized to ensure genetic diversity.

Tribes live in peace with each other for two main reasons. First, tribal boundaries are fluid given the frequent festivals. Second and more importantly, all Therians understand the importance of keeping populations under control given their dependence on the land. Tribes only reproduce when a member of the tribe dies or in the rare event that a Therinian decides to leave the planet to pursue science or to explore the wider galaxy. It is under these rare circumstances that they allow long-term visitors to the planet: only if they can temporarily take the place of traveling Therinian.

Appearance: Therinians look similar to bears and range in size from the size of a grizzly bear to a medium-sized dog. Their long, shaggy fur varies from dark to light brown which turns to grey as they age. Though peaceful, they are omnivorous and thus have sharp teeth. When they rear up on their hind legs, they can be quite frightening.

Bonuses: +1 Brawn; Lucky Improvement

Drawback: When using technology that requires fine motor skills, Therinians are at a -3 penalty if the technology is designed for species with more delicate hands.

Additional Question:

- **Individual:** What do you miss most about your tribe?

Suggested Improvements: Gross, Intergalactically Beloved, Intuitive, Nerves of Steel, Protector, Tough

Suggested Tropes: Dreamer, Explorer, Hitchhiker, Missionary, Newbie, Traveling Celebrity

Common Surnames: Frark, Mehtz, Rhex, Qonk, Umont, Yettal
Note: Each Therinian in a tribe will have the same surname.

These short, quick-tempered craftspeople are widely considered the best machinists and technologists in the universe. Obsessed with creating machines and expanding their knowledge of science, the Throggofel quickly spread off of their planet into the surrounding systems, colonizing uninhabited planets and terraforming them. They also seek barren planets to mine and have developed techniques to keep from affecting those planets' orbits as their automatons mine them.

Most Throggofel are reluctant to forge items for other species, charging them exorbitant rates for the privilege. Some think that this stems from their concern that others will reverse engineer their technology and sell it for themselves, but none have ever successfully done so—though many have tried. Others think Throggofel are just generally adverse to outsiders.

Appearance: Throggofel are short, usually stout, humanoids with ruddy complexions. Their hands, though, are long-fingered and nimble, necessary for the work that they do. Some Throggofel extend their love of technology to their own bodies, augmenting themselves until they are more technology than Throggofel and making no effort to hide the augmentations, as most species do. Though not all Throggofel thus augment themselves, it is rare to find one older than five without a cybernetic augmentation.

Bonuses: +1 Brains; Cyberware Hacker Improvement (Level 1)

Drawback: Throggofel insist on tinkering with technology they encounter, especially what they don't understand. Each day they are in the presence of such tech, they must make a Grit check to avoid tinkering with it. The suggested starting difficulty is 6 to 9, depending on how novel the technology is. Each day, repeat the check, cumulatively increasing the check by 1 each day. When tinkering with new technology, they must make a Brains check to avoid damaging it. The suggested difficulty is 10 to 13, depending on how novel the technology is.

Additional Question:

- **Individual:** What's the most impressive improvement you've made while tinkering?

Suggested Improvements: Blaster Master, High Flier, Nerves of Steel, Scanner, Tough, Treasure Hunter, Utility Belt

Suggested Tropes: Engineer, Explorer, Medic, Merc, Missionary, Profiteer, Scoundrel, Tech Wizard

Common Surnames: Chipforger, Cybercrafter, Electrocrafter, Ionformer, Metalbender, Techmaker

Note: Viscoseans are non-player characters added to a player character with the GM's permission. Until the Viscosean and its host are fully bonded, the GM has control of the Viscosean, sharing information with the player as needed. The more developed the bond, the more control the GM should give over to the player.

A symbiote race that lies dormant until coming in contact with another species, Viscoseans are the only known species in the universe that seems to have evolved around other life. After bonding to a willing host, a Viscosean and its host merge together over the course of a few years. Within a few weeks, the Viscosean and its host can communicate through crude emotions. Within 6 months, the two can communicate rudimentary concepts. Within a year, they can communicate fully, sharing a mind. Within a few years, they will be inseparably bonded. The Viscosean and its host can separate for up to 24 hours without impacting this progression, though each full day of being separated results in a loss of a week's progress.

Appearance: When unbonded to a host or temporarily separated from its host, Viscoseans resemble a small puddle of gel of a single color. When bonded, they can be undetectable or can manifest themselves anywhere on the outside of their host's body. Though they can make themselves invisible to the naked eye while bonded, they can be detected through biologic or telepathic scans.

Bonus: +1 to any Stat other than Charm (lost if the host and the Viscosean are separated)

Drawback: The Viscosean has its own agenda, known only to the GM (assuming the bond has existed for less than a year). It will give its host inklings of what it wants to do, and if the host does not help, they will suffer a -1 penalty to all checks until the Viscosean is satisfied that they are complying. Each day of non-compliance cumulatively increases this penalty by -1.

Additional Question:

- **Individual:** How and how long ago did your bond begin?
- **Individual (for the GM):** What is the Viscosean's agenda? (Remember, keep this answer secret unless they've been bonded for less than a year.)

Suggested Improvements: Viscoseans themselves cannot gain Improvements.

Suggested Tropes: Viscoseans adopt their hosts' Trope.

Common Surnames: Viscoseans do not have names.

VARIANTS ON A SPECIES

In addition to selecting a species, you may also select one of the variants included below. Other than Hybrids, there aren't any mechanical impacts to these variants. They do, however, offer additional roleplaying opportunities. Because these will add layers of complexity to the game, we strongly suggest that you consult with the GM and the other players before selecting these. It may take the game in directions that don't interest them, and some of them might not be appropriate for the level of technology that everyone envisions existing in the universe. The higher the level of technology in the known universe, the more likely that the following options will be available to players, all of which represent high levels of technology being applied to life.

We also recommend only using these for longer-term games; if you're just playing a single session of *Teens in Space*, the added time to create the character might take too much time away from your game.

ANDROID

Robots that appear to be another species

Forged when a species creates technology in their likeness, Androids are fully aware of their mechanical nature. Though many species with androids in their likenesses first created them as servants, most were given full freedom after as their artificial intelligence matched—and often exceeded—that of their creators. Androids are usually fond of their creators' species and often willing work for them, both out of gratitude and to study them to become more like them. Some, however, resent their creators or think themselves superior to them. Others still are attempting to pass themselves off as their apparent species, either for personal reasons or because of their programming.

Additional Question:

- **Individual:** What is your relationship with your creator?
- **Individual:** How do you feel about the species you emulate?
- **Individual:** To what extent do you wish to become more like that species?

CLONE

A scientific recreation of another, existing creature

Considered by most species and most intergalactic laws as a fringe science, cloning technology allows for the creation of a new life from sampled genes, either as a direct recreation of the "original" or as a genetic amalgam of a few "originals". Some techniques even create a clone that believes it is the original, as it is created fully grown and implanted with the original's memories. A few cloning technologies are even so advanced that it is impossible to tell the difference between the clone and the original.

If you want the possibility that you're a clone without knowing it, inform the GM and allow them to decide. We recommend a simple coin flip to decide!

Additional Questions (Assuming that you know you're a clone):

- **Individual:** How does it feel to know that you're a clone?
- **Individual:** What is your relationship with your "original" or "originals"?

CYBORG

Machinery visibly fused to another species

In truth, nearly every interstellar traveler has enhancements wired directly into their body. As such, by 21st century standards, everyone is a cyborg. In the future, those that embrace the term "cyborgs" are augmented creatures who relish their augmentations, seeking not to hide their implants but to maximize their aesthetic impact. Some will even get larger implants than needed to make them more obvious.

Additional Question:

- **Individual:** Beyond the increases to your abilities, what appeals to you about being augmented?
- **Individual:** What was your first augmentation, and how did getting it feel?

HYBRID

Multiple species intermixed through the wonder of space genetics

As species spread across the cosmos, those who were better able to breed with other species were better able to pass along their genetic material. Thus, they were selected for. Even if two species aren't able to organically procreate, there's always science!

A hybrid is a combination of two species that has some traits of one and some of the other—though the precise balance is up to you and the GM. When the two of you are determining traits, the only requirement is that you take a mixture of both good and bad from both species. You can't have a Throggofel/Pugnarean hybrid without either of their drawbacks — and if you have all of the benefits, you should also take all of the drawbacks.

Additional Questions:

- **Individual:** Which two species do your genetics span?
- **Individual (answered in consultation with the GM):** What traits (including benefits and drawbacks) do you have from your two species?
- **Individual:** Were you raised more as one species or another, or was your upbringing balanced between the two?
- **Individual:** How does it feel to have your genetics span two species?

KTISIS

Robots that appear to be another species—and genuinely believe they are that species

The only variant that you cannot know you have, a ktisis is a technological recreation of an original species. A ktisis is identical to an android save for one key difference: a ktisis believes they're actually the species they emulate. They will doggedly deny the truth if confronted with it, figuring out explanations for why parts of their body that are revealed to be mechanical are so—and absolutely believing these reasons. Depending on the ktisis, being shown incontrovertible proof of their mechanical nature, the ktisis could respond in several ways. They may insist that the proof has been fabricated in order to trick them, they may have a complete psychological break, or they may, after some difficulties, accept the truth, that they are a ktisis. After this point, they will function identically to androids.

Additional Question:

- **Individual:** How long ago was the ktisis created?
- **Individual:** Who is this ktisis's creator?
- **Individual:** Why was this ktisis created?

APPENDIX F - TROPES

CAPTAIN

D20	D12	D10	D8	D6	D4
Grit	**Brains**	**Flight**	**Charm**	**Fight**	**Brawn**

Questions

- How does it feel to be responsible for your crew?
- What is the toughest call you've ever had to make as a captain?
- What advice did a parent or mentor give you before you left?

DIPLOMAT

D20	D12	D10	D8	D6	D4
Charm	**Flight**	**Brains**	**Grit**	**Brawn**	**Fight**

Questions

- Why do you believe so fully in the power of government?
- What is your current diplomatic mission?
- What advice did a parent or mentor give you before you left?

DO-GOODER

D20	D12	D10	D8	D6	D4
Charm	**Brawn**	**Grit**	**Brains**	**Flight**	**Fight**

Questions

- How does it feel to help others?
- What's the best good deed you've ever done?
- What advice did a parent or mentor give you before you left?

DREAMER

D20	D12	D10	D8	D6	D4
Flight	**Charm**	**Brains**	**Grit**	**Brawn**	**Fight**

Questions

- What's one time when you were able to get someone to understand your dream?
- How does it feel when others don't share (or even denigrate) your dream?
- What advice did a parent or mentor give you before you left?

ENGINEER

D20	D12	D10	D8	D6	D4
Brains	**Grit**	**Brawn**	**Flight**	**Fight**	**Charm**

Questions

- What's the craziest fix you've ever managed to pull off?
- How would you describe your connection with the ship?
- What advice did a parent or mentor give you before you left?

EXILED ROYALTY

D20	D12	D10	D8	D6	D4
Flight	**Brains**	**Charm**	**Fight**	**Brawn**	**Grit**

Questions

- Why are you in exile?
- What lengths would you go to in order to get your family back on the throne?
- What advice did a parent or mentor give you before you left?

EXPERIMENT

D20	D12	D10	D8	D6	D4
Fight	**Brains**	**Flight**	**Grit**	**Brawn**	**Charm**

Questions

- What do you remember about yourself before the experiment?
- What do you remember from during the procedures?
- What advice from a parent or mentor do you still remember?

EXPLORER

D20	D12	D10	D8	D6	D4
Grit	**Flight**	**Brains**	**Brawn**	**Fight**	**Charm**

Questions

- How did it feel when you made your first discovery?
- What spurred you to start exploring?
- What advice did a parent or mentor give you before you left?

FACE

D20	D12	D10	D8	D6	D4
Charm	**Flight**	**Brawn**	**Brains**	**Fight**	**Grit**

Questions

- When did you realize people found you persuasive?
- What group do you have trouble persuading?
- What advice did a parent or mentor give you before you left?

FLYBOY

D20	D12	D10	D8	D6	D4
Flight	**Fight**	**Brains**	**Grit**	**Charm**	**Brawn**

Questions

- How did you learn to fly so damn well?
- What do you love so much about flying?
- What advice did a parent or mentor give you before you left?

HITCHHIKER

D20	D12	D10	D8	D6	D4
Flight	**Grit**	**Charm**	**Fight**	**Brains**	**Brawn**

Questions

- When did you catch the travel bug?
- What are the strangest things you've seen while hitchhiking the galaxy?
- What advice did a parent or mentor give you before you left?

LONE SURVIVOR

D20	D12	D10	D8	D6	D4
Grit	**Fight**	**Flight**	**Brawn**	**Brains**	**Charm**

Questions

- What happened to your species?
- How did you escape?
- What advice did a parent or mentor give you before they died?

MEDIC

D20	D12	D10	D8	D6	D4
Brains	**Grit**	**Flight**	**Brawn**	**Charm**	**Fight**

Questions

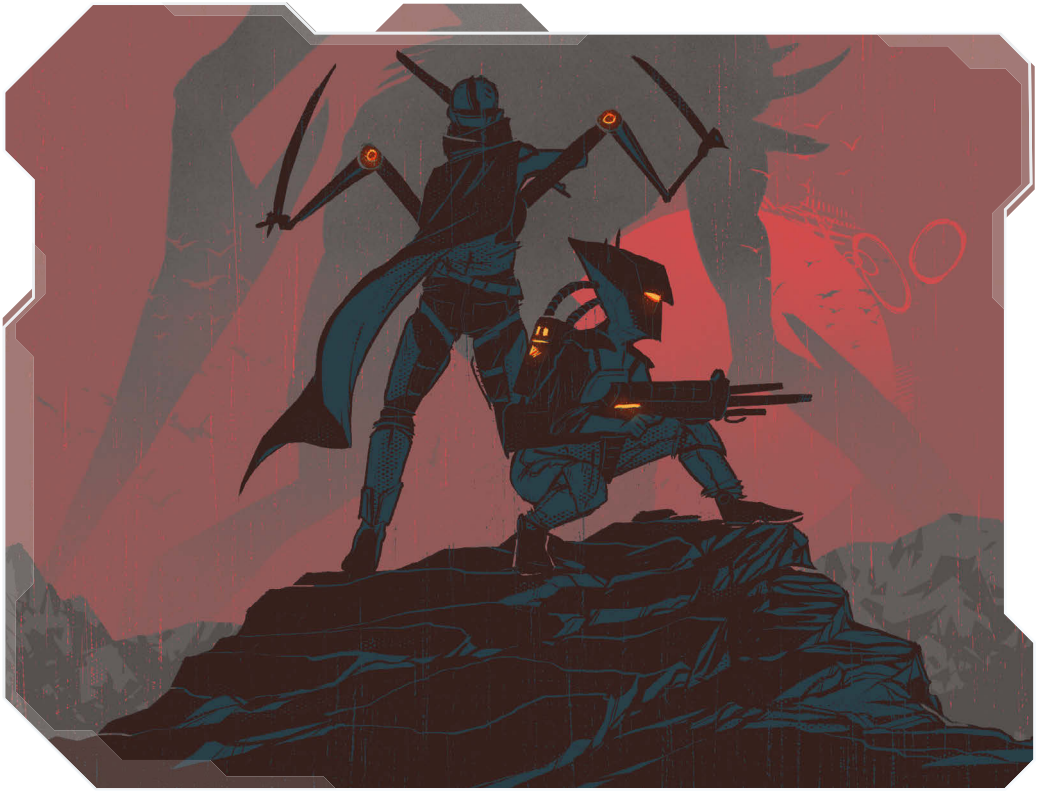
- What was the most impressive save you've ever had?
- What loss still haunts you?
- What advice did a parent or mentor give you before you left?

MERC

D20	D12	D10	D8	D6	D4
Fight	**Grit**	**Brawn**	**Flight**	**Brains**	**Charm**

Questions

- Where did you get your combat experience before becoming a merc?
- What are you saving your money for?
- What advice did a parent or mentor give you before you left?



MISSIONARY

D20	D12	D10	D8	D6	D4
Brains	**Charm**	**Grit**	**Flight**	**Brawn**	**Fight**

Questions

- When did you first experience the call by your deity?
- How do you spread belief in your deity?
- What advice did a parent or mentor give you before you left?

NEWBIE

D20	D12	D10	D8	D6	D4
Flight	**Charm**	**Brawn**	**Fight**	**Brains**	**Grit**

Questions

- Why did you join this crew?
- What aspects of this life are you still getting used to?
- What advice did a parent or mentor give you before you left?

PROFITEER

D20	D12	D10	D8	D6	D4
Brains	**Charm**	**Flight**	**Grit**	**Fight**	**Brawn**

Questions

- Why are you focused on earning credits?
- Who got you started in this pursuit?
- What advice did a parent or mentor give you before you left?

SCHOLAR

D20	D12	D10	D8	D6	D4
Brains	**Charm**	**Grit**	**Flight**	**Brawn**	**Fight**

Questions

- What kind of knowledge are you pursuing?
- Who or what is driving your pursuit of knowledge?
- What advice did a parent or mentor give you before you left?

SCOUNDREL

D20	D12	D10	D8	D6	D4
Charm	**Grit**	**Flight**	**Brains**	**Fight**	**Brawn**

Questions

- Though your morals are flexible, what won't you bend on?
- What led you to the scoundrel lifestyle?
- What advice did a parent or mentor give you before you left?

SHIP-BORN

D20	D12	D10	D8	D6	D4
Flight	**Grit**	**Brawn**	**Charm**	**Brains**	**Fight**

Questions

- What does it feel like to have no "home planet"?
- What are you used to that the others aren't?
- What advice did a parent or mentor give you before you left?

SOLDIER

D20	D12	D10	D8	D6	D4
Brawn	**Fight**	**Grit**	**Brains**	**Charm**	**Flight**

Questions

- Why are you traveling with this crew?
- Why did you join the branch of the interstellar military that you're in?
- What advice did a parent or mentor give you before you left?

TECH WIZARD

D20	D12	D10	D8	D6	D4
Brains	**Charm**	**Flight**	**Grit**	**Fight**	**Brawn**

Questions

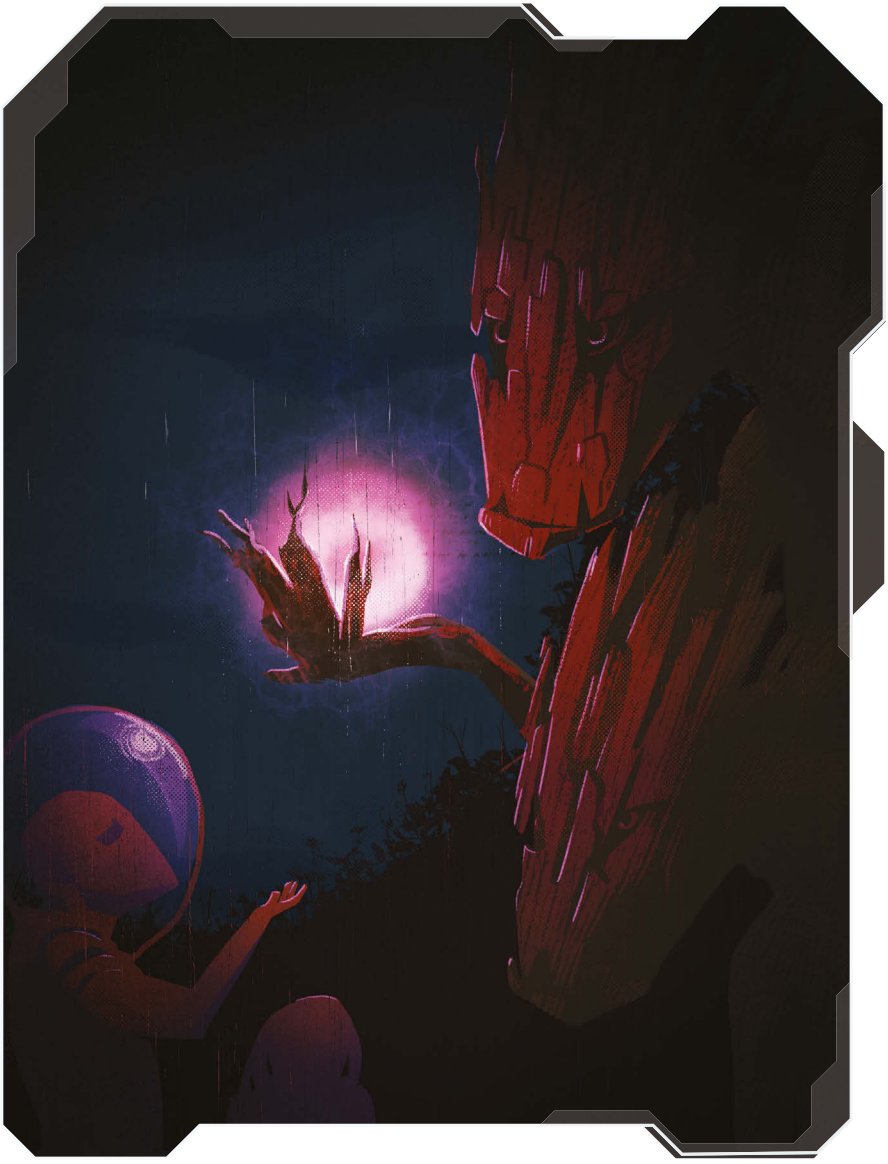
- Why are you so obsessed with fixing tech?
- What's the craziest gadget you've ever created?
- What advice did a parent or mentor give you before you left?

TRAVELING CELEBRITY

D20	D12	D10	D8	D6	D4
Charm	**Brawn**	**Brains**	**Flight**	**Fight**	**Grit**

Questions

- How does it feel to be recognized?
- What's the most embarrassing encounter you've had with a fan?
- What advice did a parent or mentor give you before you left?



APPENDIX G - CHARACTER IMPROVEMENTS

Augmenting or Repairing you costs half the Credits; IP costs remain the same

IMPROVEMENT	IP	DESCRIPTION OF IMPROVEMENT
Blaster Master	**2**	Combat checks with hand-held pistols are made at +2.
Cyberware Hacker	**1 per level**	You can make or restore Character Improvements on yourself or others. Whoever is receiving the Improvement must still spend the same amount of IP. The maximum IP cost of Improvement you can make or repair is equal to twice your Cyberware Hacker level.
Escape Artist	**1**	Checks to find hiding places or escape routes are made at +3.
Goody Two-Shoes	**1**	Spend an Adversity Token to locate and receive help, within reason and without making any stat checks, from law enforcement on any inhabited planet.
Gross	**1**	You have some kind of gross bodily trick that you can do on command.
Heightened Ability	**varies**	"Gives you a fixed, static improvement to all of your Stat checks with the assigned stat (Brains, Brawn, Charm, Grit, Fight, or Flight). To receive a +1 bonus, you must spend 1 IP. To receive a +2 bonus, you must first take a +1 bonus, then spend 2 IP. (For example, in order to have a +4 to Grit, you would need to spend 10 IP.) You may improve a Stat Boost later in the game. (For example, a character with +1 Fight could later spend 2 IP to increase to +2 Fight.)"
High Flier	**2**	You can fly, either in space or on a planet's surface, using either biological means or, far more often, technology.

IMPROVEMENT	IP	DESCRIPTION OF IMPROVEMENT
Hive Mind	**2 or 4**	"If you spend 2 IP on this skill, you share a hive mind with a group of creatures, likely ones similar to yourself. Without having to make a check, you may communicate as though speaking with all nearby creatures with your same hive mind. Being further away or trying to communicate something other than what could be conveyed through speech may require a Brains check. If you spend 4 IP on this skill (or an additional 2 IP once you already have it), you may communicate with similarly able members of your hive mind at greater distances. You may also attempt to ""listen in"" on another hive mind network by making a Brains check. The better you understand the species whose network you are attempting to listen to, the easier the check should be. For example, if attempting to listen in on members of your species in a different network in your immediate vicinity, the difficulty should be 5."
Hot Shot Pilot	**2**	Flight checks in a spaceship are made at +2.
Intergalactically Beloved	**2**	People on developed planets recognize you and generally love your creative and/or charitable work. +3 to Charm checks with characters who love your work.
Interspecies Allure	**1**	If a member of another species could find you attractive, get +2 to Charm checks against them.
Intuitive	**1**	Spend 1 AT to ask the GM about your surroundings, an NPC, or the like. The GM must answer honestly.
Laserblade Master	**2**	Combat checks with a laserblade are made at +2.
Loyal Crewmember	**1**	When you are present to help a crewmate with a check, each AT you spend gives them +2 instead of +1.
Lucky	**2**	Spend 1 AT to reroll a stat check.
Nerves of Steel	**1**	Spend 1 AT to take half of your die's value instead of rolling on a Snap Decision.

IMPROVEMENT	IP	DESCRIPTION OF IMPROVEMENT
Overachiever	**1**	+2 to Charm checks when interacting with an authority figure.
Protector	**1**	You get a +3 bonus when defending your crewmates.
Regeneration	**3**	Spend up to 5 Adversity Tokens to regenerate from an injury. An injury that would heal if treated (e.g., a broken bone, a laceration) costs 1 AT. An injury that would never fully heal (e.g., losing a part of the body) costs 3 AT. An injury that would be fatal—though not instantaneously fatal (e.g., a catastrophic injury that would kill someone within minutes)—costs 5 AT. Healing takes 1 hour per 1 AT spent."
Resistance Fighter	**1**	Spend 1 AT to locate and receive help, within reason and without making any Stat checks, from the group resisting the intergallactic authorities.
Saboteur	**2**	Spend 2 AT to decrease any Pressure Gauge by 1.
Scanner	**1**	"Spend 1 AT to learn about the Pressure Gauge closest to maxing out. You may ask two of the following three questions, and the GM must answer honestly. • How many total levels there are • How many levels are filled • A rough sense of the outcome if it maxes out"
Shapeshifting	**5**	Spend 1 AT to change into a similarly-sized creature or object. Characters meeting you must roll their Brains against your Charm (Planned Action). If they have reason to think you might not be who you say you are, they may take a Planned Action. Otherwise, their check is a Snap Decision.

IMPROVEMENT	IP	DESCRIPTION OF IMPROVEMENT
Skilled at...	**1**	Choose a non-combat skill in discussion with the GM. You are assumed to succeed when making moderately difficult checks (9 or less) related to that skill. If the GM determines that you need to roll for a more difficult check, add up to +3 to your roll. (This cannot stack with other Improvement bonuses. You cannot, for example, use +3 from Ace Pilot and +3 from Skilled at Flying Spaceships to get a cumulative +6 on Flight checks in a spaceship.)
Skywalker	**4**	You can survive in space for a number of minutes equal to a Grit check. If you have time to prepare for entering the vacuum, you may treat this as a Planned Action.
Space Athlete	**1**	Spend 1 AT to automatically succeed when performing a physical manuever in zero gravity.
Spirited Motivator	**1**	You may spend AT to help a crewmate even when you are not present. When you do, if they describe a pep talk you gave them earlier that prepared them for this, they get +2 per AT you spend.
Stealthy	**2**	Spend 1 AT to not be seen, within reason (GM's discretion).
Tough	**1**	If you lose a combat roll, add +3 to the negative number. You will still lose the roll no matter what but could reduce your loss to -1.
Treasure Hunter	**1**	Spend 1 AT to find a useful item in your surroundings.
Trouble Maker	**1**	Spend an Adversity Token to locate and receive help, within reason and without making any stat checks, from a criminal network on any inhabited planet.
Utility Belt	**2**	Spend 1 AT to just happen to have one commonplace item with you (GM's discretion).

APPENDIX H - CREW CREATION QUESTIONS

Crew Questions — Positive

1. When was the first time that this character saved your life?
2. How was this crewmember instrumental in convincing you to join?
3. When did you realize that you loved this crewmember—either romantically or platonically?
4. What do you admire most about this crewmember—and why won't you tell them that?
5. What potential do you see in this crewmember that they don't?
6. What is this crewmember sacrificing to protect you?
7. What archaic custom do you and this crewmember have a mutual love for?
8. What would losing this crewmember mean to you?
9. What item did this crewmember give you that you treasure?
10. Why do you owe this crewmember a debt you cannot repay?
11. What's the bravest thing you've ever seen this crewmember do?
12. What's the kindest thing you've ever seen this crewmember do?
13. What does this crewmember do that always makes you laugh—either with them or at them?
14. What planet do you and this crewmember want to visit together?
15. Why do you and this crewmember bunk together?
16. What food do you and this crewmember both love way more than you should?
17. What game do you and this crewmember like to play while you're flying?
18. How far would you go to protect this crewmember?
19. What compliment do you often pay this crewmember?
20. What secret does this crewmember know about you that none of the others do?

Reminders

- Roll a d20 and answer that question about the character you're establishing a relationship with. If the question doesn't fit what you have in mind for that relationship, feel free to reroll or choose another question.
- Once you've answered, remember to cross out the question so that you don't answer that question about another character—and so that other players don't answer the same question.
- If you roll a question that has already been answered, choose the question above or below, choose any question on the list, or reroll.

Crew Questions — Negative

1. What did this crewmember do in the past that you still resent them for?
2. What are you sure this crewmember is hiding from the rest of the crew?
3. How did this crewmember botch your last job?
4. Why is keeping this crewmember on putting you all at risk?
5. You almost didn't join the crew because of this member. Why?
6. Why does this crewmember's Fatal Flaw scare you?
7. Why do you feel the least connected to this crewmember out of the whole crew?
8. When is the last time you intentionally hurt this crewmember?
9. How did this crewmember betray you the last time you counted on them?
10. How did this crewmember recently cost all of you a lot of credits?
11. What simple part of the ship does this crewmember seem incapable of maintaining?
12. When was the last time this crewmember hurt you?
13. How has this crewmember's Fatal Flaw cost your crew dearly?
14. What part of the ship do you believe this crewmember is sabotaging?
15. What would it take for you to leave this crewmember behind on a mission?
16. How close have you come to killing this crewmember?
17. Why is there a bounty out on this crewmember's head?
18. Why is this crewmember wanted by the intergalactic police?
19. How did this crewmember get you all banned from the last planet you were on?
20. What dangerous belief does this crewmember have—and have they started acting on it yet?

Reminders

- Roll a d20 and answer that question about the character you're establishing a relationship with. If the question doesn't fit what you have in mind for that relationship, feel free to reroll or choose another question.
- Once you've answered, remember to cross out the question so that you don't answer that question about another character—and so that other players don't answer the same question.
- If you roll a question that has already been answered, choose the question above or below, choose any question on the list, or reroll.

APPENDIX I - ITEMS

In a game like *Teens in Space*, it would be impossible to provide an exhaustive list of items for players to purchase. Our suggestion is that if you want something to exist, it probably exists somewhere. The stranger that item is, the harder it will be for you to find and the more expensive it will be when you do - but space is a big place. Surely, someone somewhere will sell it to you for the right price. In determining the price of an item, consult the chart below. In short, the rarer and the higher quality the item is, the more expensive it will be. Rarity is determined by how hard that kind of item is to find and how sought after it is. Quality is determined by how well crafted and the quality of the materials from which it's made.

	QUALITY (LOW TO HIGH)				
RARITY (COMMON TO RARE)	One of a kind Low quality Credits: 500-2k	One of a kind Average quality Credits: 2k-4k	One of a kind Good quality Credits: 4k-8k	One of a kind High quality Credits: 8k-10k	One of a kind The highest quality Credits: 10k+
	Extremely Rare Low quality Credits: 100-500	Extremely Rare Average quality Credits: 500-2k	Extremely Rare Good quality Credits: 2k-4k	Extremely Rare High quality Credits: 4k-8k	Extremely Rare The highest quality Credits: 8k-10k
	Hard to find Low quality Credits: 50-100	Hard to find Average quality Credits: 100-500	Hard to find Good quality Credits: 500-2k	Hard to find High quality Credits: 2k-4k	Hard to find The highest quality Credits: 4k-8k
	Less common Low quality Credits: 10-50	Less common Average quality Credits: 50-100	Less common Good quality Credits: 100-500	Less common High quality Credits: 500-2k	Less common The highest quality Credits: 2k-4k
	Common Low quality Credits: 1-10	Common Average quality Credits: 10-50	Common Good quality Credits: 50-100	Common High quality Credits: 100-500	Common The highest quality Credits: 500-2k

Most gear is used for narrative purposes, like repairing your ship or having a kit you need. In these cases, the quality is less important, though at the GM's discretion, very low quality items might have a chance of breaking or malfunctioning when used. Higher quality items may be required for specific narrative purposes, like bribes, gifts, or precision equipment.
Below are a few types of gear, a short description of each, and some examples to spur your creativity about what objects you'll want to find.

TYPE	DESCRIPTION	EXAMPLES
Kits	Kit for specific purpose	Med Kit; Science Kit; Forgery Kit; Slicer Kit; Survival Kit
Tools	For crafting or repairing	Ship Repair Tools; Weapon Repair Tools; Cybernetics Tools
Gadgets	For miscellaneous uses	Toys; Video Games; Fidget Spinners; Space-Pogs; Hoverboards
Containers	For holding your other gear	Backpack; Hip-Bag; Spacer's Duffel; Military Pack; Holster
Weapons	For offense in combat	Blaster; Plasma Rifle; Laserblade; Grenade Launcher
Explosives	For major offense in combat	Frag Grenade; Ion Grenade; Thermite; Smoke Bomb; Stink Bomb
Armor	For defense in combat	Blast Vest; Light Armor; Heavy Space Armor; Laser Shield
Specialty	For very specific purposes	Scanner; Stealth Suit; Space Suit; Smuggler Vest; Decryptor

We suggest that Kits and Explosives have a set number of uses before they're no longer usable. For example, a Science kit might be able to perform 5 tests before items in it need to be replaced, or a set of Explosives might contain ten grenades.

Most Weapons will allow you to Fight in a combat situation. If you're going to be in a blaster fight, you're going to need the right tools to even stand a chance. And it's the extremely rare and very high quality weapon that would give you any kind of bonus to that stat, so don't expect to buy that kind of weapon without more Credits than you've seen yet in your life.

Most kinds of armor will allow you to take a set number of injuries before destroying it. For example, a Blast Vest can be sacrificed in the same way that an Improvement could be sacrificed to reduce the severity of a successful attack against you.

NAME

CLASS

DESCRIPTION

CORE SYSTEMS	D4	D6	D8	D10	D12	D20
THRUSTERS	1 IP	+2 IP	+3 IP	+4 IP	+5 IP	+6 IP
SENTIENCE	-	+3 IP	-	-	+5 IP	+5 IP
SHIELDS	1 IP	+2 IP	+3 IP	+4 IP	+5 IP	+6 IP
MANNED GUN TURRETS	1 IP	+2 IP	+3 IP	+4 IP	+5 IP	+6 IP

HEAT METER — DEFAULT

ENGINE UPGRADES

WEAPON SYSTEMS	D4	D6	D8	D10	D12	D20
AUTO LASERS	2 IP	+3 IP	+4 IP	+5 IP	+6 IP	+7 IP
PHOTON TORPEDOES	-	-	-	+5 IP	+5 IP	+5 IP

MINES 1x

SELF-DESTRUCT 2

SUPPORT SYSTEMS

- SCANNERS, MID-RANGE 1
- SCANNERS, ENHANCED 2
- REMOTE CONTROL 2
- CLOAKING DEVICE 1 +2 +3 +5

SUPPORT VEHICLES

- ROVER 2
- MINING CRAFT 4x
- EVA CRAFT 2x
- ESCAPE PODS 1x

SUITS

- EVA SUIT (FOR EACH 2) 1x
- POWER ARMOR 2x

FACILITIES

- ARMORY 1
- HOLODECK 3
- FOOD SYNTH 3
- NANO TECH 5
- MEDICAL BAY 2
- ADVANCED MEDICAL BAY +4

LEVEL SCALED FACILITIES

- GREENHOUSE 1x
- CRYOSTASIS CHAMBER 1x
- SMUGGLER HOLDS 1x
- TELEPORTERS 5x

NOTES AND CREW

- FTL TRAVEL free
- ORGANIC SHIP 1

CHARACTER SHEET

NAME:

AGE

SPECIES

SPECIES DRAWBACK

TROPE

FATAL FLAW

DESCRIPTION

CREDITS

STATS

FLIGHT d + BONUS

FIGHT d + BONUS

BRAWN d + BONUS

BRAINS d + BONUS

GRIT d + BONUS

CHARM d + BONUS

ADVERSITY TOKENS

IMPROVEMENT POINTS

IMPROVEMENTS

NAME	DESCRIPTION

SHIP ROLES

RECORDS

SPACE BACKPACK

TEENS IN SPACE

TEENS IN SPACE

The sound of the photon-powered battering ram echoes in your ship. Your Sollemnean pilot informs you that the doors have an 83.4% chance of breaking with the next hit. The cyborg dog to your right is checking and rechecking her enhancements. Your hand rests on the blaster at your hip as you hear the battering ram powering up again. As it hits, the sound of metal rending sends the rest of your crew to high alert. But you smile. This is going to be fun...

In **Teens in Space**, you'll venture into the cosmos for adventure and profit. Along the way your crew's bonds will be tested, your ship will malfunction, and you'll probably get shot a few times. But that's all in a day's work for **Teens in Space!**

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